

The background of the cover is a deep red with a fine grid pattern. In the center, the droids C-3PO and R2-D2 are depicted. C-3PO, a tall, golden humanoid droid, stands behind R2-D2, his hands resting on the top of R2's head. R2-D2 is a smaller, white and blue astromech droid. The entire scene is overlaid with faint, white line-art outlines of various mechanical components and other droids, including a large one on the left and a smaller one on the right. The title "STAR WARS" is written in a large, bold, white, sans-serif font across the middle of the image.

STAR WARS

ROLEPLAYING GAME

SCAVENGER'S GUIDE TO DROIDS

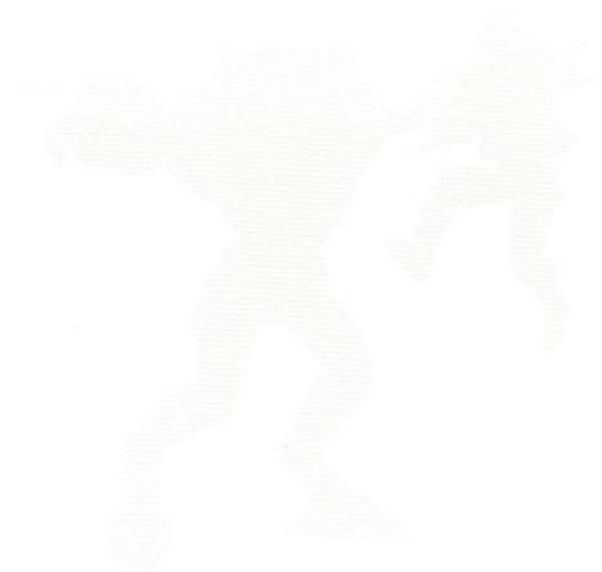
ROONEY THOMPSON STERLING HERSHEY PATRICK STUTZMAN ROBERT WIELAND

STAR WARS[®]

ROLEPLAYING GAME

SCAVENGER'S GUIDE TO DROIDS

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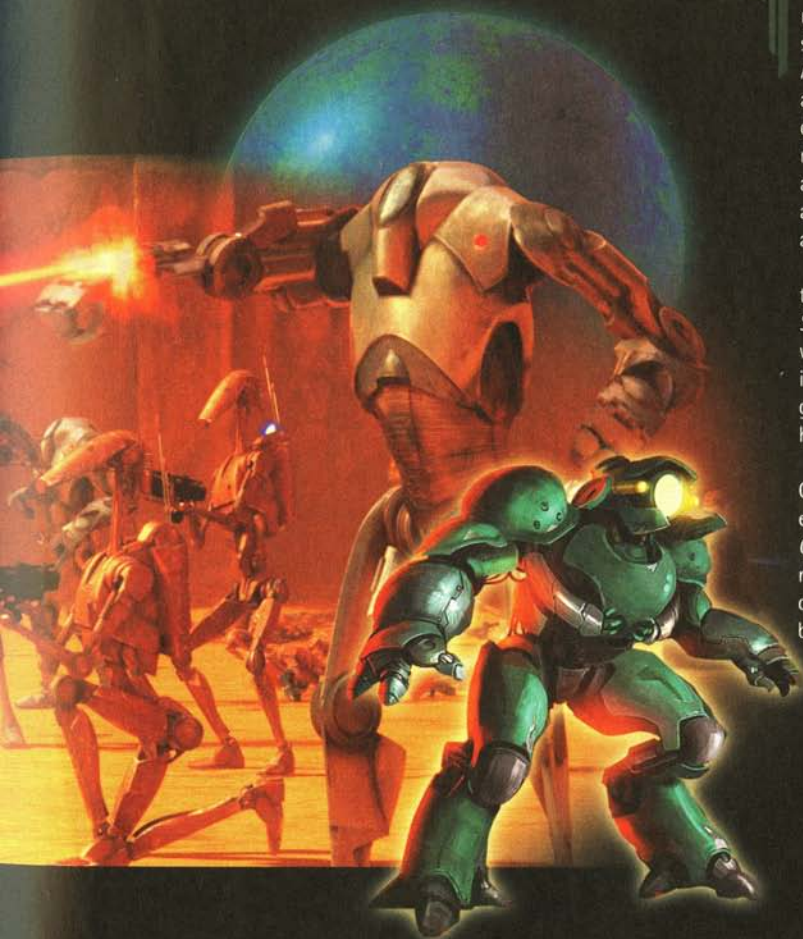
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INTRODUCTION





The relative peace is shattered by a small astromech droid waking from its sleep cycle, its lights penetrating the darkness. It looks around to get its bearings. Surrounding the astromech are other droids as far as its electronic eye can see. Realizing that it needs to escape, the droid kicks out its central leg and rolls through the room. The vibrations coming through the floor tell it that the structure it is in is moving, and it surmises that it is held in some giant vehicle. As the astromech rolls along, it catches sight of other run-down droids sitting amid the spare parts and junk scattered about the immense room: protocol droids, repair droids, power droids, other astromech droids, and some it has never seen before. As it begins to give up hope, the small droid catches sight of a familiar protocol droid with a golden sheen. The astromech excitedly rolls up, and the protocol droid recognizes its friend and exclaims with glee at finding a friendly chassis in their uncertain situation.

Does this scene sound familiar? The time spent by R2-D2 and C-3PO aboard the sandcrawler on Tatooine reminds us that droids are an integral part of the *Star Wars* universe. How much different would the saga be if the Clone Wars were fought between the Republic's clone army and bands of organic beings instead of against the Trade Federation's battle droids? Where would the story go if R2-D2 were an organic copilot in Luke Skywalker's starfighter as he made his attack run on the Death Star?

The idea behind *Scavenger's Guide to Droids* is to provide players and Gamemasters the tools and information they need to generate droid heroes, enemies, and noncombatants and to insert them into *Star Wars Roleplaying Game* campaigns. This book holds new options for droids to become more than mere machines and to develop into full-fledged characters that work alongside or against organic heroes. Droids can be more than just equipment. They can be individuals.

USING THIS BOOK

The contents of this book are intended to help both players and Gamemasters create new and improved droids. Players will find expanded rules on creating droid heroes, while Gamemasters will find new information detailing the creation of droid GM characters and droid enemies to challenge the heroes wherever they might go in the galaxy.

Chapter One is devoted to droid heroes. Players who want to create droid characters to play will find new rules on creating a fully detailed droid with which to adventure alongside organic characters. This chapter presents new talents and feats to help make your droid character unique. Also, information about those companies that manufacture the various types of droids can be found here, along with what a particular brand name brings to the droid that bears its name. Also included are several stock models that can be used as springboards to help players quickly put together droid heroes and jump into the adventure.

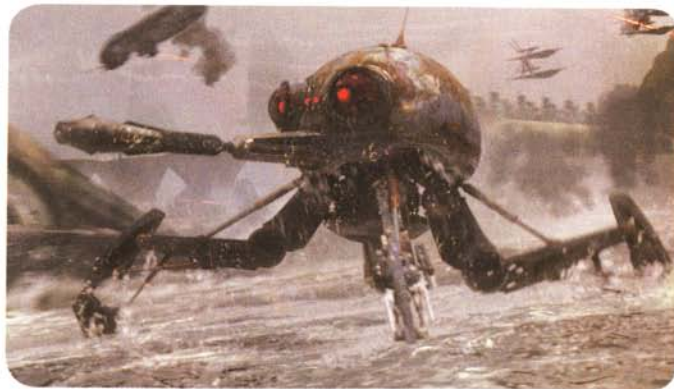
Chapter Two looks at droids from the other side of the gaming table. Droid Gamemaster characters are the subject of this chapter, in which the Gamemaster will find more information involving new game mechanics behind the portrayal of droids in the galaxy, including an analysis of what role droids play in the *Star Wars* universe as well as in the roleplaying game. Discussions about how droids should work with and beside organic characters and how they should behave toward those around them can be found here, as well as tips on how to make a droid more than just a piece of hardware.

Chapter Three delves into new equipment that can be used by droids or those who work with them. New weapons and equipment that droids can use or have installed into their chassis are found here, as well as new weapons and equipment that nondroids might opt to use on or against them. New starship and vehicle equipment and systems relating to droids can be found here as well.

Chapter Four is the Droid Codex, in which many new droids are detailed. The contents of this codex, however, are different from other statistics block entries. Along with the standard statistics block and description, each entry includes a section that describes how the particular droid can be used as equipment by a player character, a sidebar detailing ways to build a droid PC modeled after it, and suggestions about how the droid could be altered to perform functions not normally allowed by its original programming.

Throughout the droid codex, you will also find sidebars that present adventure hooks relating to the various droids. Each of these sidebars is presented from the point of view of a particular individual:

- ❶ **Klikk** is a Jawa trader: a scavenger and a junk trader from Tatooine. Most of his experiences with droids involve their technical side, and his discussions are about equipment, making repairs, and rebuilding droids.
- ❷ **Raalo** is a Toydarian junk dealer who, despite being highly adept at making repairs and modifications to droids, is more interested in the business side of his operation and seeks to make as much profit as possible. His discussions focus on buying and selling droids, obtaining droids (both legal and illegal) through the Black Market, and relating details about droids that he has peddled or purchased in the past.
- ❸ **Mavven** is a Besalisk arms dealer who travels the galaxy. His business connections bring him information and firsthand experience with 4th-degree droids, and many people consider him the leading expert in combat droids. His discussions revolve around droids in combat, especially their involvement in battles and martial applications such as work in the military, in mercenary organizations, and in security.
- ❹ **EV-6T6** is an EV-Series supervisor droid. Her position, in which she deals with droids as an authority figure, is most often held by an organic being, and it gives her a unique perspective. Her discussions primarily focus on droid-to-droid interactions and on methods of dealing with different droid personalities.



A DWARF SPIDER DROID ON KASHYYYK

A SCAVENGER'S BOOK

One question that might be crossing your mind as you read this is "Why is this a scavenger's book?" With all of the corporations, technicians, and other citizens of the galaxy that work with droids on a daily basis, why are we focusing on scavengers? Although they might not be the most glamorous denizens of the *Star Wars* galaxy, scavengers of droids and their parts and accessories are probably the most numerous of the organic creatures that deal with these mechanical beings. From the group of Jawas living in their sandcrawler roaming the deserts of Tatooine to the highest-paid droid technician employed by the wealthy residents of Coruscant, those that repair, upgrade, or perform any kind of maintenance on droids generally look to scavengers of one kind or another in order to find the best deals on the hardware they need to complete their tasks and to keep the droids under their care operating in good condition.

As seen in Episode IV, the Jawas that abducted R2-D2 and C-3PO comb the deserts to locate any piece of technology they can grab, refurbish, and sell to the people living in the desert cities and other, more remote locations. This is their way of life and the way they earn a living. With the large number of droids stored in their sandcrawlers' cargo holds, the Jawas have a myriad of parts to use to repair any droids they deem salvageable for resale. Fortunately for our droid heroes, the Jawas saw how well maintained they were and did not use them for parts, figuring to make a lot of credits from selling two droids in such excellent condition.

Captains of space transports know the value of maintaining droids. Those who struggle to make ends meet and scrape together every credit they can just to eat and put fuel in their ships know that any droid they purchase is a significant investment. Keeping that investment in working condition is a minor expense for a long-term payout. With droids to keep the ship operating smoothly, a starship captain has more time to devote to keeping the ship running and to finding the contracts that put food on the table and fuel in the tanks. Captains who are short on credits often find that scavengers are the best solution to their droid maintenance needs.

The technician working for a wealthy benefactor, corporation, or government might have more resources available to obtain better parts, but will usually do everything possible to keep expenses under budget. Corporations and governments have budgets that their technicians are expected to follow, and rich sponsors do not like to see their invested funds squandered. Scavenging parts and accessories from other droids, or dealing with the scavengers that locate the parts, helps cut costs and keeps superiors happy.

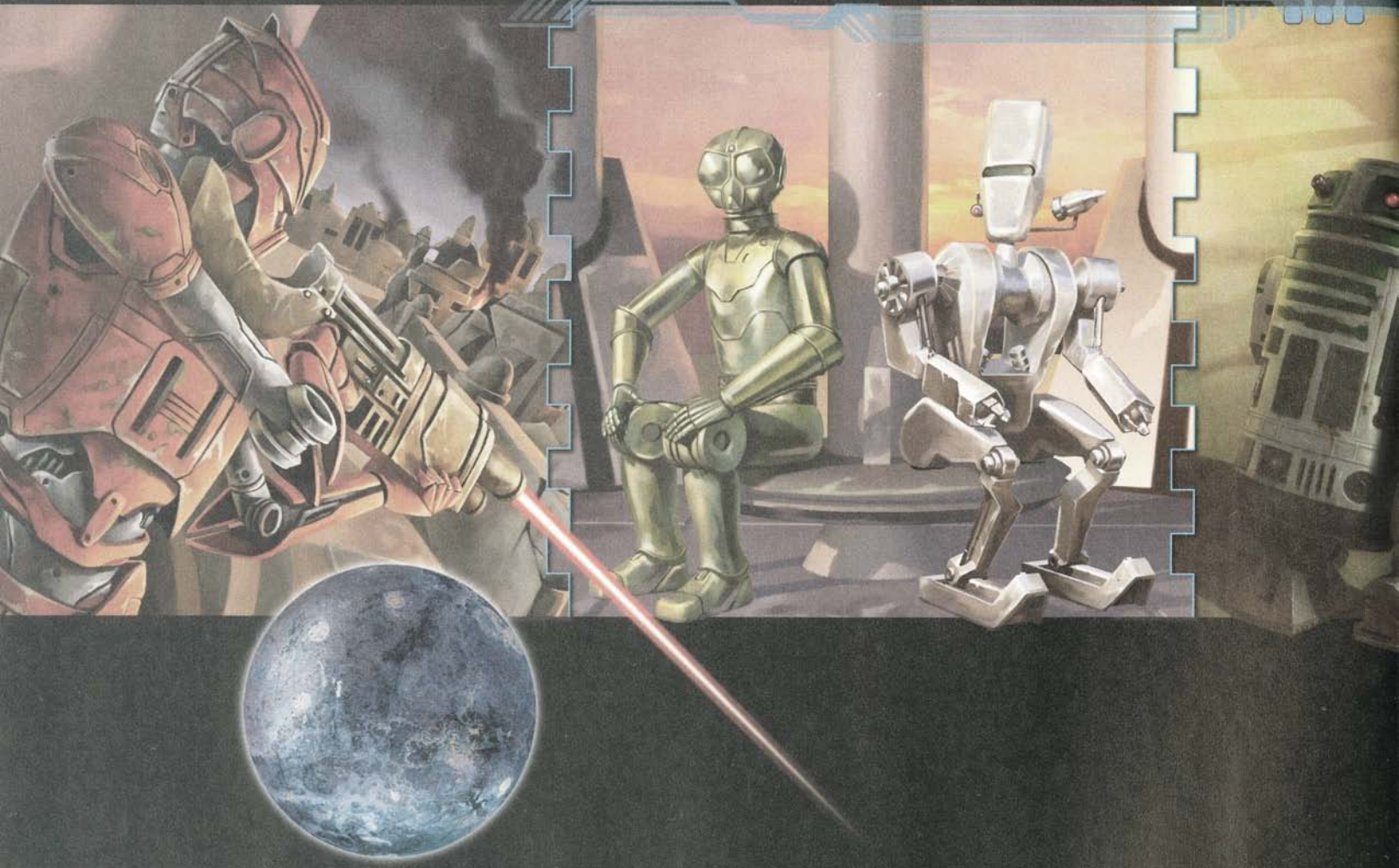
The beings that deal in used droids and that run the junk shops and droid parts stores are the ones that scavenge the abandoned technology of any world, searching through the scraps for any usable parts. Junk dealers will have parts from hundreds, perhaps thousands, of different droid models. But the way in which they sell those parts can vary as much as any other business in the galaxy. Some dealers keep their wares all thrown together in huge piles behind their shops and allow patrons to rummage through the piles to find what they need. Other dealers might sort through the piles themselves to find what the customer needs (and to charge an extra finder's fee on top of the asking price for the part). The dealer might choose to sell a part as-is, letting the customer take his or her chances on the part's condition, or the dealer could offer to refurbish it for an additional fee.

In every segment of the *Star Wars* universe, droids affect the lives of organic beings in some way. Whether droids cook, clean, and serve organic lifeforms, help improve interactions between different species, or help keep the starships that allow interstellar travel and commerce active, their presence is extremely valuable to the galactic way of life. And the scavengers are the ones that keep the droids running, silently helping maintain that way of life for everyone throughout the galaxy. Without the scavengers that provide their services to repair the droids, even the mightiest governments would grind to a halt and the galactic community as a whole would suffer. Without droids, the *Star Wars* universe that we know could not exist.

"YOU KNOW THAT
LITTLE DROID IS
GOING TO CAUSE ME
A LOT OF TROUBLE."

-LUKE SKYWALKER

CHAPTER I DROID HEROES





Droids are integral to the *Star Wars* universe. Indeed, the droid heroes R2-D2 and C-3PO are the first characters featured on-screen in the original movie *Star Wars: A New Hope*. They also represent two droid-hero archetypes: the hero and the reluctant hero. R2-D2 takes an aggressive role in pursuing his and his master's goals, while C-3PO does what he must do when forced to rise to the occasion.

In the *Star Wars* universe, few droids aspire to heroism. More often than not, they obey their orders and programming rather than act of their own accord. Battle droids fight, but few go beyond their mission plans and orders. Astromechs accompany their pilots into battle, but most simply regard it as another job, albeit a dangerous one. Some bond with their pilots, but the bond does not always lead them to act beyond their programming.

No single event creates a droid hero. As a droid's personality develops, it has experiences or gains programming that extends the droid's sense of self-awareness. Personality often develops in units equipped with heuristic processors, but units with basic processors occasionally exhibit such behavior. Droids who manage to alter their own programming, or have it altered for them, are more likely to act beyond their design parameters and become heroes.

Playing a droid hero brings its own challenges and benefits. Droids are considered property in most of the galaxy. Depending on the era, they might be feared, disliked, shunned, ignored, or not taken seriously. However, droids are also able to fade into the background, enabling them to move without suspicion when another hero would be easily identified. As machines, they are not vulnerable to environmental threats in the same way that organic beings are. They are more quickly and easily repaired than organic characters.

Throughout all of the eras of *Star Wars* lore, only a handful of major droid heroes exist. Droids that step beyond being merely mobile, intelligent computer systems become truly unique.

CREATING DROID HEROES

The Saga Edition core rulebook presents two methods for creating a droid hero—playing a custom droid and playing a standard droid model. This chapter clarifies elements of the droid creation process and introduces a third option, using a stock droid chassis. Players can use any of the three methods to create their heroes. Each method provides options and trade-offs in levels of customization and character creation time.

OPTION 1: PLAYING A CUSTOM DROID

This option, creating a new droid model completely from scratch, gives a player the greatest freedom (see page 186 of the Saga Edition core rulebook). This method also takes the longest, because each element of the droid must be created or selected, and its systems and accessories must be purchased individually.

OPTION 2: PLAYING A STANDARD DROID MODEL

This option allows a player to select a standard droid model based on statistics blocks already created for existing droids (see page 187 of the Saga Edition core rulebook). Most of these models already have more than one level in a class, usually the nonheroic class. The character cannot enjoy the full benefit of a heroic class, since droids starting with a nonheroic class gain fewer feats, trained skills, and hit points at first level. However, in exchange, players benefit from starting above first level, and this is a fast method of droid creation. When a player uses this method of creating a droid character, the total cost of a standard droid model plus any player-added accessories and possessions cannot exceed 5,000 credits.

OPTION 3: USING A STOCK DROID CHASSIS

Players can select a stock droid chassis when creating a droid hero. This streamlined method of droid creation treats each chassis as a species. Each chassis represents the basis for creating a type of droid rather than a specific model, so a player can quickly generate a new model of droid, or emulate an existing model while building a character entirely with heroic levels. Stock droid chassis can also be used to create specific models of droids, since the chassis share features of the specific droid models of that class of droid. However, the customization required to make the stock chassis match up with a specific droid model in question might make other methods more appealing. In some cases, an existing model might not be exactly replicated, but the differences can be attributed to variances in production or aftermarket customizations to the standard model. The size and speed of a chassis cannot

TABLE 1-1: STOCK DROID CHASSIS

Degree	Typical Chassis
1st	Medical droid
2nd	Astromech droid, mechanic droid
3rd	Protocol droid, service droid
4th	Battle droid, probe droid
5th	Labor droid

be altered without Gamemaster approval. This book features several droid models that are suitable for use as player characters. Each has a sidebar describing how to create the droid using a stock chassis.

To create a droid hero using a stock droid chassis, follow these steps:

Select the chassis. Apply ability modifiers, size, speed, droid traits, languages, and other modifiers as you would when applying a species to a character.

Review the chassis' bonus equipment. If you are creating a new or generic droid without a specific model in mind, leave the systems as they are and proceed to the next step. If you are creating a droid of a specific model, compare this list to systems listed in the desired droid's statistics block. If they are close enough for your purposes, proceed to the next step. An unwanted system can be swapped for another system within 10% of the unwanted system's cost without spending any credits. However, if upgraded or additional systems are required, they must be purchased with the droid's starting credits (see below).

Starting Credits: Your droid's class determines how many starting credits you have. You can spend your starting credits on droid systems as well as on normal weapons and equipment. Bonus equipment is considered part of the droid's starting equipment; you are not required to spend credits on bonus equipment.

"THANK THE
MAKER!"

-C-3PO

ASTROMECH DROID CHASSIS TRAITS

All astromech droids have the following chassis traits:

Ability Modifiers: +2 Intelligence, -2 Charisma. Astromech droids' intelligence and adaptability enable them to properly repair and maintain machinery. Like other droids, astromech droids have no Constitution score.

Size: The vast majority of astromech droids are of Small size, giving them a +1 size bonus to their Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium creatures.

Speed: Astromech droids have a base speed of 6 squares and use wheeled locomotion. Astromech droids also have a walking speed of 4 squares.

Droid Traits: Astromech droids are second-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Astromech droids are constructed with the following droid systems installed in each: wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 6 tool appendages, 1 claw appendage, astrogation buffer (5 memory units), diagnostics package, and internal storage (2 kg).

Hardwired Design (Mechanics): All astromech droids are trained in the Mechanics skill. This is a bonus trained skill.

Conditional Bonus Feat: An astromech droid with Mechanics or Use Computer as a trained skill can select Skill Focus (Mechanics) or Skill Focus (Use Computer) as a bonus feat.

Automatic Languages: Basic (understand only) and Binary.

BATTLE DROID CHASSIS TRAITS

All battle droids have the following chassis traits:

Ability Modifiers: +2 Dexterity, -2 Intelligence. Battle droids are designed for combat, incorporating systems to improve their dexterity. Like other droids, battle droids have no Constitution score.

Size: Battle droids are typically of Medium size, gaining no bonuses or penalties for their size.

Speed: Battle droids have a base speed of 6 squares and use walking locomotion.

Droid Traits: Battle droids are fourth-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Battle droids are constructed with the following droid systems installed in each: walking locomotion, plasteel shell (+2 armor), basic processor, internal comlink, locked access, 2 hand appendages, and vocabulator.



Bonus Feats: At 1st level, a battle droid can select one Armor Proficiency feat and one Weapon Proficiency feat for which it meets the prerequisites.

Automatic Languages: Basic and Binary.

LABOR DROID CHASSIS TRAITS

All labor droids have the following chassis traits:

Ability Modifiers: +2 Strength, -2 Intelligence. Labor droids are built for strength and durability. Like other droids, labor droids have no Constitution score.

Size: Standard labor droids are of Medium size, gaining no bonuses or penalties for their size.

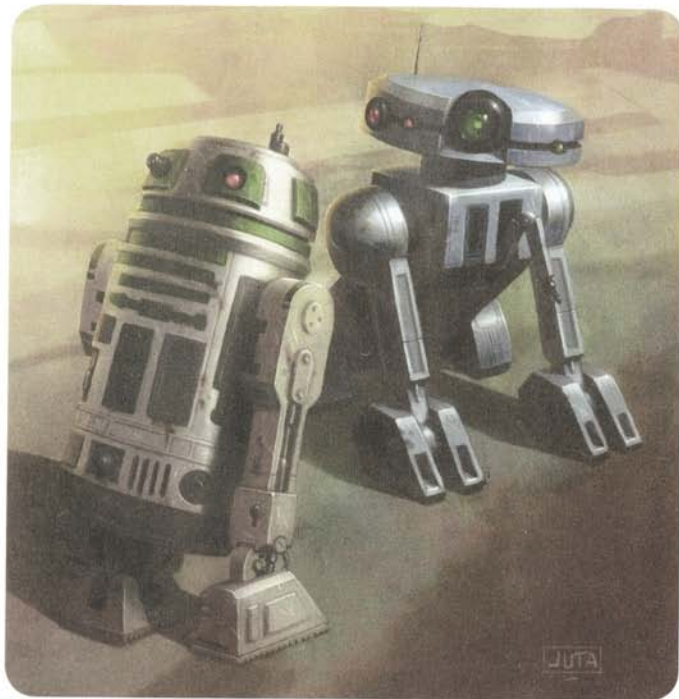
Speed: Labor droids have a base speed of 6 squares and use walking locomotion.

Droid Traits: Labor droids are fifth-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Labor droids are constructed with the following droid systems installed in each: walking locomotion, durasteel shell (+4 armor), basic processor, 2 claw appendages, and vocabulator.

Heavy Lifting: Labor droids excel at manual labor. They can reroll any Strength check or Strength-based skill check and keep either result.

Automatic Languages: Basic and Binary.



MECHANIC DROID CHASSIS TRAITS

All mechanic droids have the following chassis traits:

Ability Modifiers: +2 Intelligence, -2 Charisma. Mechanic droids are technical specialists, adept at repairing machinery, vehicles, and complex devices. Like other droids, mechanic droids have no Constitution score.

Size: Mechanic droids are of Medium size, gaining no bonuses or penalties for their size.

Speed: Mechanic droids have a base speed of 6 squares and use walking, tracked, or wheeled locomotion.

Droid Traits: Mechanic droids are second-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Mechanic droids are constructed with the following droid systems installed in each: walking locomotion (or tracked or wheeled locomotion), basic processor, 2 hand appendages, 4 tool appendages, diagnostics package, internal storage (2 kg), and a vocabulator.

Hardwired Design (Mechanics): All mechanic droids are trained in the Mechanics skill. This is considered a bonus trained skill.

Mechanically Minded: As droids experienced in maintenance and repair, mechanic droids can reroll any Mechanics check.

Automatic Languages: Basic and Binary.

MEDICAL DROID CHASSIS TRAITS

All medical droids have the following chassis traits:

Ability Modifiers: +2 Intelligence, -2 Strength. Medical droids are life-saving medical and medicinal experts. Like other droids, medical droids have no Constitution score.

Size: Medical droids are of Medium size, gaining no bonuses or penalties for their size.

Speed: Medical droids have a base speed of 6 squares and use walking locomotion.

Droid Traits: Medical droids are first-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Medical droids are constructed with the following droid systems installed in each: walking locomotion, heuristic processor, 2 hand appendages, 1 tool appendage, vocabulator, and improved sensor package.

Hardwired Design (Treat Injury): All medical droids are trained in the Treat Injury skill. This is a bonus trained skill.

Conditional Bonus Feat: A medical droid with Treat Injury or Knowledge (life sciences) as a trained skill can select Skill Focus (Treat Injury) or Skill Focus (Knowledge [life sciences]) as a bonus feat. A medical droid can take only one of these bonus feats.

Automatic Languages: Basic and Binary.

PROBE DROID CHASSIS TRAITS

All probe droids have the following chassis traits:

Ability Modifiers: +2 Wisdom, -2 Charisma. Probe droids are designed for scouting, reconnaissance, and light security duties. Like other droids, probe droids have no Constitution score.

Size: Probe droids are typically of Medium size, gaining no bonuses or penalties for their size.

Speed: Probe droids have a base speed of 6 squares and use hovering locomotion.

Droid Traits: Probe droids are fourth-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Probe droids are designed for surveillance and are constructed with the following droid systems installed in each: hovering locomotion, heuristic processor, internal comlink, locked access, 1 hand appendage, 1 tool appendage, improved sensor package, and darkvision.

Hardwired Design (Perception): All probe droids are trained in the Perception skill. This is a bonus trained skill.

Conditional Bonus Feat: Probe droids rely equally on stealth and observation for success. A probe droid with Stealth or Perception as a trained skill can select Skill Focus (Stealth) or Skill Focus (Perception) as a bonus feat. A probe droid can take only one of these bonus feats.

Automatic Languages: Basic (understand only) and Binary.



SERVICE DROID CHASSIS TRAITS

All service droids have the following chassis traits:

Ability Modifiers: +2 Charisma, -2 Strength. Service droids are adept at recognizing the needs of their owners and adapting to them. Like other droids, service droids have no Constitution score.

Size: Service droids are of Medium size, gaining no bonuses or penalties for their size.

Speed: Service droids have a base speed of 6 squares and use walking locomotion.

Droid Traits: Service droids are third-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Service droids are constructed with the following droid systems installed in each: walking locomotion, basic processor, 2 hand appendages, 1 tool mount, and vocabulator.

Bonus Feat: To enhance its service role, a service droid can select Skill Training (Perception), Skill Training (Knowledge [bureaucracy]), or Skill Training (Knowledge [galactic lore]) as a bonus feat. A service droid can take only one of these bonus feats.

Automatic Languages: Basic and Binary.

PROTOCOL DROID CHASSIS TRAITS

All protocol droids have the following chassis traits:

Ability Modifiers: +2 Wisdom, +2 Charisma, -2 Dexterity. Protocol droids are programmed in the arts of etiquette, protocol, and translation services. Like other droids, protocol droids have no Constitution score.

Size: Protocol droids are of Medium size, gaining no bonuses or penalties for their size.

Speed: Protocol droids have a base speed of 6 squares and use walking locomotion.

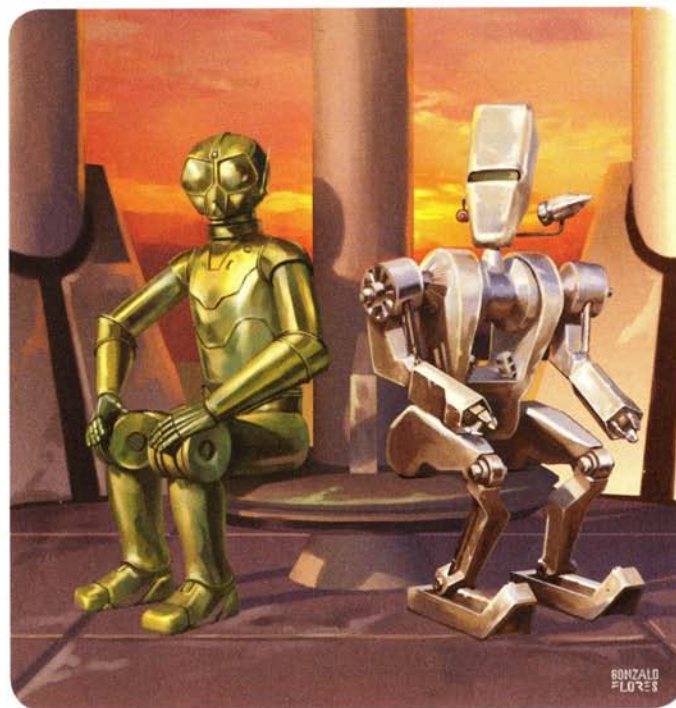
Droid Traits: Protocol droids are third-degree droids and have all droid immunities and typical droid traits (see pages 187–188 of the Saga Edition core rulebook).

Bonus Equipment: Protocol droids are constructed with the following droid systems installed in each: walking locomotion, basic processor, 2 hand appendages, vocabulator, and translator unit (DC 10).

Hardwired Design (Persuasion): All protocol droids are trained in the Persuasion skill. This is considered a bonus trained skill.

Bonus Feat: To supplement its translation and etiquette duties, a protocol droid can select Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore]), or Skill Training (Knowledge [social sciences]) as a bonus feat. A protocol droid can take only one these bonus feats.

Automatic Languages: Basic and Binary.



AN RA-7 SERIES PROTOCOL DROID AND AN ASP LABOR DROID

DROID MANUFACTURERS

Millions of manufacturing companies produce droids. Most are small companies that cater to local regions, manufacture specialized units, or focus on highly customized models. The major interstellar manufacturers dominate specific markets, although those markets shift as the demands of the galactic government and megacorporations change.

Throughout the Clone Wars and the Rebellion era, Cybot Galactica and Industrial Automaton are the dominant manufacturers, with Arakyd Industries, Genetech Laboratories, MerenData, Serv-O-Droid, and Veril Line Systems as major players in their respective markets. During the Clone Wars, most Separatist battle droids are manufactured by Baktoid Armor Workshop forces, with other units coming from the Techno Union, Colicoid, and the Commerce Guild. However, droid manufacturing has existed for thousands of years. In the time of the Old Republic, 4,000 years before the Rebellion

SCAVENGER'S SECRET: SPEAKING BINARY



You know, a lot of first-time astromech buyers, they're always worrying about communicating with their new purchase. It's no big deal. You want a sophisticated conversation? Buy a protocol droid. You need a detailed report? Plug that astromech into just about anything with a view screen and just read what it has to say. Computer, datapad, you know, whatever's handy. I've even seen one use its holographic projector to display text. Mind you, you might not like what you hear! Most astromechs aren't exactly diplomatic, and many don't know what it means to be polite.

But hang around enough droids, and you'll pick up on what those whistles and chirps mean. Of course, you'll have to carry half the conversation yourself—you know, asking questions, assuming subjects and so on. You'll be best off trying to phrase your questions for yes or no answers, but after a while, you'll get the gist of what they're saying. Even those funny little wobbles and shakes mean something.

What will really get you fouled up is when you think you get a droid that understands Basic but it really understands Huttese or some odd-ball tongue the last owner installed. You'll think the thing has blown its language circuits. Worse, you might think it's ignoring or flat out contradicting you, when it's really trying to communicate something vitally important. Even a viewscreen might not help, if it can't display something you can read. You know, I've even seen a hasty fighter pilot fly into the middle of combat before realizing his replacement astromech didn't speak his language. Entertaining, as they say. Of course, he survived the battle—how else could he have sold the droid to me?

era, Czerka Corporation, Duwani Mechanical Products, and Aratech Repulsor Company dominated the droid markets of their day; other well-known manufacturers, such as MerenData and Serv-O-Droid, were also becoming competitive.

Although manufacturing plants can be found on both major and lesser worlds, a significant percentage of droids come from either Mechis III or Telti. These two worlds specialize in droid production to such an extent that their surfaces are essentially covered by automated precision-manufacturing plants. The major manufacturers use these fabrication facilities extensively. Most of the droids built in these facilities are shipped by bulk freighter, but light freighter jockeys make a decent living running small orders to isolated regions of the galaxy.

MECHIS III

Region: Inner Rim

Climate: Arid (industrial)

Gravity: Standard

Moons: 0

Length of Day: 20 standard hours

Length of Year: 298 local days

Sapient Species: 99% droids and automata, 1% Humans and other species

Government: Corporate

Capital: Mechis City

Major Exports: Droids, technology

Major Imports: Industrial raw materials, foodstuffs

Knowledge (Galactic Lore)

DC	RESULT
10	Mechis III is one of the primary droid manufacturing worlds in the galaxy.
15	The world is covered by automated droid manufacturing plants. Few organic beings are on the planet, and the atmospheric conditions are harsh and foul. The Techno Union operates the world until it loses control during the Clone Wars.
20	The galaxy's major droid manufacturers use Mechis III plants. The huge industrial complexes require massive deliveries of raw materials, creating a constant need for shipping to and from the planet. The ownership of the planet changes periodically, but the planet is corporate controlled and run by automata.

Knowledge (Technology)

DC	RESULT
10	Droids of all kinds are built on Mechis III, and competition for contracting the facilities is fierce.
15	Arakyd builds many of its droids on Mechis III and is a dominant influence during the rule of the Empire. Additionally, some facilities are dedicated to producing starships, vehicles, and other technological goods.
20	Droid designs are produced on other worlds, at the various manufacturers' headquarters. Most manufacturers rely on droid quality-control units to supervise the manufacturing process; however, a few organic beings are assigned to oversee the facilities.

TELTI

Region: Inner Rim

Climate: Arid (industrial)

Gravity: Standard

Moons: 0

Length of Day: 22 standard hours

Length of Year: 309 local days

Sapient Species: 99% droids and automata, 1% Humans and other species

Government: Corporate

Capital: Dome 01

Major Exports: Droids, technology

Major Imports: Industrial raw materials

Knowledge (Galactic Lore)

DC	RESULT
10	The moon Telti is one of the main droid foundries in the galaxy.
15	The world has no atmosphere and is covered in automated droid manufacturing plants.
20	The manufacturing facilities are located inside enormous domed structures that are linked by tunnels and overland transportation corridors. They are protected by battle droids and security droids and operated by service droids and labor droids.

Knowledge (Technology)

DC	RESULT
10	All types of droids are built on Telti, but Cybot Galactica and Industrial Automaton dominate the production lines. Veril Line Systems is also a major presence.
15	Just prior to the Clone Wars, Baktoid Combat Automata closes down its facilities on Telti in response to disarmament laws directed at the Trade Federation.
20	Major droid manufacturers use Telti facilities. The planet nearly runs itself, with the exception of the constant need for raw materials. Rumors suggest that only one organic master, supported by countless droids, is needed to oversee the automated factories and droid systems. However, most companies maintain at least a representative presence of organic supervisors on the world.

MAJOR DROID MANUFACTURERS

Arakyd Industries

Bolstered by the rise of the Emperor and a skillful political strategy, Arakyd Industries is the primary producer of the Empire's military droids. The company's specialties are exploration droids and probe droids, but it also produces commercial units. Arakyd's market dominance enables it to supply the New Republic in later years, despite the company's Imperial dealings. It also contracts with other major forces, such as planetary governments and the Sector Rangers. Arakyd utilizes Mechis III plants, among others.

Traits: Arakyd units are well known for their intense mission focus, occasionally going beyond the expected limits of their programming to achieve a mission objective. When confronted with an action that it would normally not be able to perform due to its behavioral inhibitors, it can attempt (through twisting logic or reprogramming) to bypass the normal limitations. Once per day, an Arakyd droid can make a Persuasion check or a Use Computer check against a DC equal to its own Will Defense. If the check is successful, the droid's behavioral inhibitor allows it to take prohibited actions until the forbidden action is completed. After completion, the inhibitor returns to normal functioning.

DROID MANUFACTURER TRAITS

A droid reflects its manufacturer in many ways—physical design, reliability, signature systems, and even personality traits. Some companies and model lines become known for these attributes, good and bad. Since all droids are also individuals, the influence of such traits varies greatly from unit to unit. A manufacturer's descriptions include typical traits or attributes that apply to the droids it manufactures. These traits can be added as a template to any droid manufactured by the company, although their usage is optional in game play.

Baktoid Combat Automata

Baktoid Combat Automata is part of the extensive Baktoid family of companies. In factories scattered across the galaxy, Baktoid builds untold numbers of battle droids in the years prior to and during the Clone Wars, supplying droids to the Trade Federation and to the Separatists. Baktoid earns a reputation for producing cheap, substandard battle droids thanks to its inferior B1 unit. Other models lack the B1's flaws, but Baktoid's standard designs still suffer from lesser processors and inhibited analytical thinking. After the Separatists' defeat, the Empire shuts down Baktoid. Most of its factories are dismantled, destroyed, nationalized, or taken over by other companies.

Traits: Baktoid units suffer from inferior processors and remote data links. A character can make a Persuasion check opposed by a Baktoid droid's Perception skill to attempt to temporarily confuse it with contradictory data or brash, seemingly illogical action. If the check is successful, the droid can take no action for one round as it tries to find an appropriate response. If the Persuasion check is unsuccessful, the droid recognizes the ruse and proclaims it loudly while taking an immediate swift action as a reaction.

Balmorran Arms

Balmorran Arms is best known for providing walkers and other combat vehicles to the military forces of the Galactic Empire. However, it also has an effective combat droid division that is active throughout the years of the Galactic Empire's rule. Balmorran also produces civilian droid models, primarily for use as security units. Some of these units are highly specialized and find success in the years of the Clone Wars, because people throughout the galaxy feel threatened by the war and the associated increase in deep-space piracy. The company's SD-model battle droids are a cornerstone of the military forces of the reborn Emperor years after the Battle of Endor. However, Balmorran Arms is tied directly to the Balmorran government and, therefore, is embroiled in the planet's political gamesmanship. The company ultimately supplies both the resurgent Empire and the New Republic at various times during the reborn Emperor's resurgence.

Traits: Balmorran droid models undergo constant revision and upgrades, so one year's model is rarely the same as the previous year's. When creating or purchasing a new Balmorran Arms droid, increase one ability score by 1.

Colicoid Creation Nest

The Colicoid Creation Nest manufactures all the Colicoids' high-technology products, such as droids, vehicles, weapons, and equipment. As might be expected from the products of such a vicious and violent species, Colicoid battle droids are among the galaxy's toughest and most ruthless automatons. During the Clone Wars, the Colicoids supply droidekas, tri-fighters, and buzz droids to the Separatist forces, while retaining even more powerful models for defense of their homeworld. The end of the Clone Wars shuts down the Colicoids' droid export business, but the nest continues to build the planet's other high-technology goods. Since most beings stay as far from the Colicoids' violent homeworld as possible, few actively seek out their

services or models. However, brave or foolhardy traders risk obtaining highly customized droids or batches of new Colicoid models for specific dealers, crime lords, or collectors—for a large fee.

Traits: Colicoid droids are vicious and difficult to take down. They are completely fearless and follow orders without question. Once per encounter, a Colicoid droid can ignore all negative penalties from its location on the condition track when making an attack.

Cybot Galactica

Cybot Galactica dominates the nonmilitary droid market, excelling in both design and marketing. Although its prices match its prestige, Cybot Galactica's customer service and repair service span the galaxy. All major and most lesser Republic and Imperial worlds hold at least one official Cybot sales and service center. Cybot is a major player in the Corporate Sector and wields considerable political influence in the Core Worlds as well. Cybot utilizes Telti facilities as well as those on the planet Affa for its protocol division.

Traits: Cybot systems are so commonplace that nondroid heroes with Skill Focus (Mechanics) can modify or repair Cybot droids in half the time that would be required for a normal droid (see page 197 of the Saga Edition core rulebook). This does not stack with any other ability that saves modification or repair time. A droid does not gain this benefit when modifying itself.

Czerka Corporation

Originally operating as Czerka Mining and Industrial in the time of the Old Republic, Czerka Corporation has produced droids and innumerable other products for thousands of years. During the Old Republic, Czerka Corporation is an early major player in both the combat-droid and service-droid markets. By the rise of the Empire, Czerka still produces sophisticated droids and computer systems, but no longer dominates that market because of its shift to arms manufacturing.

Traits: Czerka droid designs are exceptionally personable, no matter their degree or designed purpose. Even the feared HK assassin droids have a certain frightening charm. A Czerka droid can use its Intelligence or Wisdom modifier instead of its Charisma modifier to determine its Persuasion skill modifier.

Duwani Mechanical Products

Operating 4,000 years before the rise of the Empire, Duwani Mechanical Products is among the more successful droid manufacturers of the Old Republic. Duwani products span the range of the droid market, including service droids and early battle droids. Duwani's droids are durable and rugged-looking. Although elegant models exist, Duwani's design style is utilitarian and minimalist. Duwani battle droids fight for the Old Republic, and its service and protocol droids are commonly found at Republic and commercial facilities around the galaxy. The reliability of its units and its superior customer service make Duwani a major competitor of Czerka Corporation in the droid market.

Traits: Once per encounter, when it has half or fewer of its maximum hit points, as a reaction, a Duwani droid can either gain 5 bonus hit points or add 5 to its damage threshold for one round.

Holowan Mechanicals

Holowan Mechanicals is best known for developing the IG-Series droids. The IG-Series designs are obtained through the acquisition of assets from Phlut Design Systems by the InterGalactic Banking Clan. During the Clone Wars, the IG-100 MagnaGuards serve prominently as General Grievous's personal bodyguards. However, when developing the IG assassination droid series, Holowan technicians seriously underestimate the lethality of their design, eventually losing the entire team to the escaped prototypes, setting back Holowan as a competitive droid producer for years to come.

Traits: Holowan units are designed for lethality. Once per encounter, a Holowan droid can add 1 die of damage to an attack.

Imperial Department of Military Research

Although not a manufacturer of droids, the Imperial Department of Military Research advances droid design in unusual directions. Rebel leaders learn over the course of the Galactic Civil War that the department is responsible for dark and cunning droid designs, such as interrogation droids and the Dark Trooper project. When a particularly dangerous design is discovered, Rebel agents are dispatched to hinder its development or to destroy the facilities required to build the units.

Traits: Imperial droids vary greatly in mission and specifications. However, their prototypes are constructed with built-in tracking devices and recording equipment to document the droid's performance. The droids transmit the data upon command to a central reporting station or, when in the field, to the nearest Imperial installation.

Industrial Automaton

The hugely successful R-Series astromech droids make Industrial Automaton one of the galaxy's more successful droid manufacturers. Industrial Automaton competes with Cybot Galactica in price, product, and service, and its sales and maintenance facilities can be found on any civilized planet with a sufficiently advanced tech level or a major starport. IA's major production lines are on Telti, but it also employs factories throughout the galaxy.

Traits: Industrial Automaton astromechs can be found in most starports, and technicians are used to working with IA units. When assisting on a Mechanics check, an Industrial Automaton droid trained in Mechanics can add its Intelligence bonus (minimum +1) to the normal +2 bonus.

MerenData

Another droid manufacturer to benefit from the rise of the Empire, MerenData supplies security, espionage, and interrogation droids to the Imperial military and government agencies. MerenData also produces commercial units, competing with Cybot Galactica. Although it is not a dominant player, MerenData's reliable designs and the company's centuries-long history make it a worthy competitor. MerenData's support of the Empire makes sales to



the New Republic initially impossible and undesirable. However, as Imperial influence shrinks, so does MerenData's opposition to doing business with the New Republic—aided by the ousting of company officials tied to the Empire. MerenData is also a major contributor to the Corporate Sector.

Traits: MerenData droids are known for their intimidating personalities. When making a Persuasion check to intimidate, a MerenData droid adds its Wisdom bonus to the skill check. When attempting to intimidate another droid, it adds its Wisdom bonus and its Charisma bonus to the check.

Roche

Roche is the popular nickname for the Verpine droid manufacturer Roche Hive Mechanical Apparatus Design and Construction Activity for Those Who Need the Hive's Machines. Like their creators, Roche droids are insectoid, causing poor sales of early models, even to other insectoid species. However, the Verpines' love of technology drives them to refine the line, so their line of droids slowly expands into the galactic market. Limited distribution makes new units difficult to obtain, requiring making a trip to the Roche System or locating an Ithorian herdship with an authorized dealer. Used units—especially worker drones and other early models—can be purchased at a highly discounted rate from used droid and junk dealers throughout the backwaters of the galaxy.

Traits: Roche units are precisely constructed with easily modified appendages and accessories. When modifying an appendage, an accessory, a tool, a weapon, or an instrument mounted on an appendage, apply a +5 circumstance bonus to the Mechanics check (see page 197 of the Saga Edition core rulebook). This bonus does not apply to droids modifying themselves.

DROID BUILDERS



So, you want to know about droid manufacturers? Well, I can tell you a few things. First, people have their sentimental favorites. However, as a buyer, it pays to know that Cybot's standard parts are plentiful and inexpensive, while Veriline's droids can take a pounding. The manufacturer is important, but most people buy their droids used, so I think it's more important to know the droid's recent repair history and if it's been rebuilt with nonstandard parts. You want galactic servicing and support? Better buy from the big guys. You want modifications? The authorized shops won't add on unauthorized parts, no matter how useful. Find your local droid shop—preferably one that specializes in your kind of droid. Believe me, you don't want someone learning on your job. They might swear that all droids are the same, but they're not. And you don't need your battle droid to suddenly worry about proper etiquette mid-battle. Always remember, the biggest and best known companies build decent and highly resilient machines, but the best built come from custom droid shops.

Serv-O-Droid

Serv-O-Droid is one of the galaxy's older and more successful droid manufacturers. Spanning thousands of years, from the time of the Old Republic until the years before the Clone Wars, Serv-O-Droid specializes in service droids and worker droids, including personal assistants and heavy duty commercial labor units. However, the company makes a series of bad business decisions, allying with the Republic's bureaucracy. The result is a political nightmare. Corrupt Senators give the company tax breaks and other favors but demand great monetary and political payments in return. As the corrupt Republic declines, so does Serv-O-Droid, despite expanding into security and professional assistant models. Its assets are liquidated and sold off to the Corporate Sector Authority. However, new units are still available through the Droid ReServe, a droid remainder reseller located on Elshandruu Pica. With millions of fully operational units to sell, the reseller makes Serv-O-Droid units and spare parts available for years.

Traits: Serv-O-Droids are highly reliable units. When recharging, they can remove one persistent condition that requires repairs to remove per day, moving +1 step on the condition track.

Tendrando Arms

The Yuuzhan Vong invasion decimates the galactic droid market. Because of their fanatical hatred of mechanical automatons, the Yuuzhan Vong raze droid plants by the thousands, destroying or disabling companies and causing the shutdown of plants far from the invasion corridor. Lando Calrissian and his wife, Tendra Risan, restart several idle factories with their new company, Tendrando Arms, producing droids specifically designed to battle the Yuuzhan Vong. With the defeat of the Yuuzhan Vong, Tendrando Arms provides security, guardian, and related droids to the Galactic Alliance and the Jedi Order.

Traits: Tendrando Arms droids are efficient security and combat droids. Their YVH droid design (see page 158) angers the Yuuzhan Vong at a primitive level. Tendrando Arms droids use this antagonism to their advantage. A Tendrando Arms droid gains a +2 circumstance bonus to its Reflex Defense and Will Defense against Yuuzhan Vong.

Veril Line Systems

Veril Line Systems, often called Veriline for short, excels at industrial droid design. Its units are plain but reliable and durable, and its signature power droids can be found in most starports. Veriline units feature highly efficient processing systems. The droids have only enough processing and analytical ability to fulfill their simple and monotonous jobs. When dealing with tasks or situations beyond their programming, Veriline's cheaper units are simplistic at best, and downright stupid at worst. Units that require sophisticated programming receive exactly what they need to be successful, but no more. Veriline is headquartered on Coruscant and utilizes Telti droid plants as well as assembly lines of its own on or near major industrial worlds.

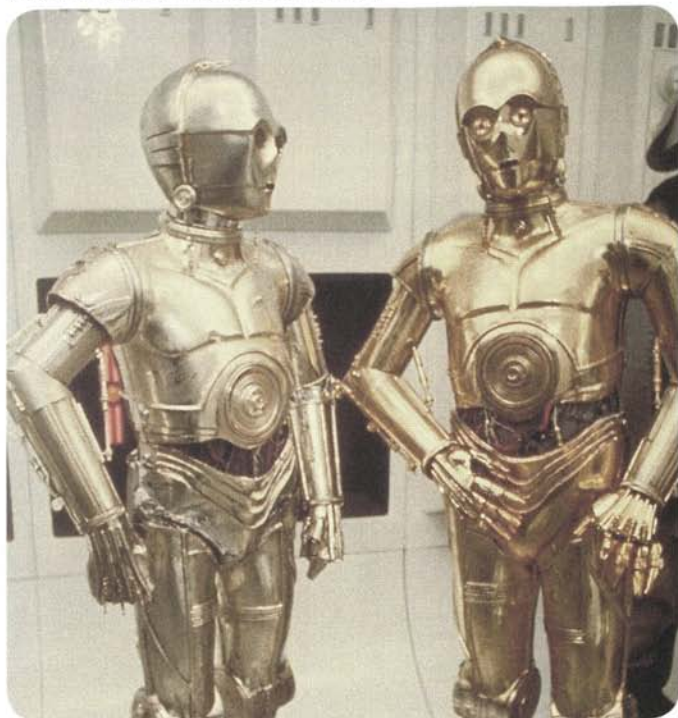
Traits: Veril Line Systems droids are highly resilient. Once per day, a Veriline droid can make a DC 20 Endurance check to extend its run time by 25 hours or to move +1 step on the condition track.

DROID QUIRKS

Droids are temperamental machines, exposed to every kind of environmental and physical abuse. With limited programming and typically deficient maintenance schedules, many droids develop odd mechanical glitches and personality quirks. Most are minor—more annoyances than anything dangerous. Memory wipes can eliminate personality quirks, but they do nothing for physical abnormalities.

QUIRKS AS PERSISTENT CONDITIONS

Another way to include quirks in the game is to apply one when a droid suffers a persistent condition. This allows the Gamemaster to use many quirks over the span of a campaign, and provides a rich source of plot hooks, humor, or dramatic situations. The Gamemaster should select a quirk that is related to the origin of the persistent condition. For instance, a persistent condition caused by physical damage should inflict a hardware quirk, whereas a hit from an ion weapon might cause either a hardware or a software quirk. Quirks applied in this manner should be automatically removed when the persistent condition is removed, instead of requiring the skill checks normally needed to eliminate a quirk.



Droid quirks are optional in the Saga Edition. They make interesting and easy roleplaying hooks, as well as give players inspiration for the development of personalities and backgrounds for their droids. Some droid quirks might also have minor mechanical effects. If no game mechanic is indicated in the quirk description, a +2 or -2 circumstance bonus to skill checks or attack rolls might be appropriate whenever the quirk manifests. Players and Gamemasters are encouraged to select quirks that make characters memorable. Additionally, quirks can be assigned as the result of physical damage or sensory overload. If a droid is reduced to 0 hit points, roll 1d20+10. If the result exceeds the droid's Fortitude Defense, the unit develops a quirk when it is repaired. The Gamemaster can assign an appropriate quirk or roll on Table 1-2: Droid Quirks.

Each quirk has an associated origin indicated in its description: hardware (h) or software (s). If both are indicated, one should be selected at the time the quirk is applied. Hardware quirks result from faulty installations, physical damage, aging circuitry, or incompatible systems. Hardware quirks can be removed by replacing or repairing the faulty system. Repairing quirks is notoriously difficult. If the repair check does not exceed the Mechanics DC by 10 or more (see page 70 of the Saga Edition core rulebook), the new system works, but the quirk (or a similar quirk) returns 1d12 days later.

Software quirks are tied to the droid's internal subroutines. They can be caused by corrupted data, but they are more often a result of the droid's learned responses from previous experience. Most software quirks are eliminated with a memory wipe. Corrupted data can be repaired with a successful DC 25 Use Computer check to reprogram the droid. Attempting to eliminate a personality quirk without a memory wipe is difficult, often requiring help. A DC 30 Use Computer check succeeds in eliminating a personality quirk, but the droid's personality and responses might change in unforeseen ways because the droid must learn new responses. The results might not be exactly what was intended. Failure on the check results in the addition of another software quirk.

SCAVENGER'S SECRET: QUIRKY DROIDS



A droid without quirks? No such thing. Most quirks aren't severe enough to be a problem. I just tell customers that the droid has character. Personality. If they don't like it, I sell memory wipes cheap. For the droid, not the customer, but let me tell you, some customers could use one. Memory wipe usually works if it's a software problem. Hardware problems are another deal. Replacing parts costs credits and time. No problem for me, I find the parts for a small fee. Install them for bigger fee, and then I sell the old parts to someone else. Make money all around.

Bad quirks are mostly annoying, but they can be expensive. I saw a droid with a bad memory wipe try to fix a landspeeder with old, incomplete walker specs. The owner was not so happy when she saw her new three-legged landspeeder, with her recently acquired vaporators welded to the body as the legs.

Dangerous quirks you need to take care of immediately. Most droids won't try to kill you on purpose, but plenty of them can cause big damage inadvertently. Even the talkative types, they have a way of saying the wrong thing at the wrong time, get you in all kinds of trouble. Believe me, I know. Ever try to sell a unit that can't stop complaining about its own bad motivator? I've never seen customers leave so fast.

"HOW RUDE!"

-C-3PO

TABLE 1-2: DROID QUIRKS

ROLL (2d20)	QUIRK
Special	Alien Appearance (h): This droid has a truly alien appearance that attracts attention. Interaction with most species causes a -2 penalty to Charisma-based skill checks, although the droid gains a +2 bonus when using the Persuasion skill to intimidate.
2	Paranoid (s): The droid believes something—or possibly everything—is out to get it. Because the droid is constantly on the lookout, it gets either a +2 bonus or a -2 penalty to Perception checks, depending on the situation.
3	Talkative (s): The droid talks incessantly, with few information filters and at inappropriate moments.
4	Overconfident (s): The droid believes it (or possibly its master) is thoroughly capable of succeeding at any task it is trained in or proficient in.
5	Aggressive (s): The droid does not back down from a fight unless it has direct orders from its master or is facing obviously overwhelming opposition.
6	Obsessive (s): The droid focuses on using a single skill or piece of equipment in its arsenal.
7	Morose (s): The droid is morbid in conversation. This quirk is particularly disturbing when manifested by medical droids and battle droids.
8	Leaky (h): The droid regularly leaks hydraulic fluid, cooling gas, or a similar substance in an amount that does not significantly hinder operations but does make a mess.
9	Excitable (s): The droid is high strung, speaking, moving, and working rapidly in thrilling situations.
10	Possessive (s): The droid latches on to possessions or other items and refuses to give an item up without extensive coaxing and reassurance that the item will be returned, requiring an opposed Persuasion check against the droid's Will Defense.
11	Vocoder Glitch (h): The droid's vocoder becomes stuck, causing the droid's voice to be squeaky, deep, monosyllabic, or sing-songy. This quirk might occur for only a few seconds, or it might last for days.
12	Sullen (s): The droid is depressed, with a dim outlook on the future.
13	Amenable (s): The droid defers to others and attempts to keep all parties happy at all times, sometimes even during combat.
14	Incomplete Memory Wipe (s): The droid's last memory wipe was not completely successful. The droid gets confused when it remembers fragmented memories or when it attempts a skill that it was formerly trained in but now lacks complete instructions for. The droid is still considered untrained in the skill.
15	Short Circuit (h): The droid suffers from short circuits in its processors, which occasionally disrupt its speech, movement, or skill use for one round.
16	Visual Impairment (h or s): The droid's visual sensors are slightly impaired. The droid might not see all colors, see only black and white, or lose sight for brief periods. This quirk is typically a hardware glitch that results in a -2 penalty to related visually based Perception checks.
17	Slow (h or s): The droid does not move or process information quickly. Select one of the following penalties: -2 squares to speed, -2 to all Initiative checks, or -2 to Intelligence-based skill checks.
18	Curious/Inquisitive (s): The droid seeks knowledge or information about its immediate surroundings. The droid enters locations and situations in which it is unwanted or not allowed.
19	Faulty System (h): One of the droid's installed possessions or systems malfunctions. Select a different system or possession each time this quirk is taken. The droid suffers a -5 penalty when using the affected system or possession.
20	Easily Distracted (s): The droid is easy to distract from a given task. The droid must resist a 1d20+5 attack against its Will Defense when attempting tasks that take longer than a full-round action to complete. A successful attack results in the droid's jumping to the next task or becoming distracted by something in its immediate surroundings.
21	Audio Glitch (h or s): The droid's audio sensors have trouble detecting certain frequencies or become hypersensitive, causing a -2 penalty to audio-based Perception checks.

TABLE 1-2: DROID QUIRKS CONTINUED

ROLL (2d20)	QUIRK
22	Helpful (s): The droid is overly dedicated to helping its master with any task it is capable of, and it is willing to attempt tasks that it is not trained to do.
23	Locomotion Malfunction (h): The droid's locomotion system malfunctions regularly, but not necessarily constantly. Examples are trouble stopping forward movement, limping, hovering at a lower or inconsistent level, or a sticking tread or joint. When malfunctioning, the droid loses 2 squares of speed and/or its Dexterity bonus (and is considered flat-footed).
24	Temperature Variations (h): The droid runs hotter than normal, so anyone standing next to it or sharing an enclosed space with it becomes uncomfortable. A droid with an internal heating and cooling system might fluctuate between very hot and very cold temperatures.
25	Focused (s): The droid becomes fixated on a task until it is completed, even if more critical tasks appear. It takes a -2 penalty to Perception checks when fixated.
26	Faulty Wiring (h): The droid's wiring is in bad condition. When the droid moves down the condition track as a result of damage that exceeds its damage threshold, the condition becomes persistent until repaired.
27	Sprung Hatch (h): One or more of the droid's maintenance panels cannot close or latch properly. Whenever the droid takes damage greater than its damage threshold, one of the hatches pops open. It can be closed again as a swift action, but it remains closed for only one round before popping open again. Temporarily securing the hatch requires a DC 15 Mechanics check as a full-round action, but it does not permanently remove the quirk.
28	Loyal (s): The droid has an unshakable loyalty to its master or another organic entity. It embarrasses its owner with its concern for his or her well-being.
29	Arrogant (s): The droid is extremely arrogant and condescending to its owner and everyone else.
30	Honest (s): The droid is honest to a fault and is incapable of lying. It cannot make Deception checks.
31	Nervous (s): The droid is nervous in common situations. It might be nervous about performing its function successfully, speaking to its masters, or entering combat.
32	Argumentative (s): The droid develops an urge to argue in any situation, often demanding the last word.
33	Noisy (h): The droid is unusually noisy, drawing attention to itself. The source of the racket might be a grinding locomotion system, a squealing appendage, jet-like internal cooling fans, piercing high-pitched whines from its processor, or a similar mechanical malady. The droid takes a -5 penalty to Stealth checks when the offending system is used.
34	Overprotective: The droid becomes overly protective of its master, a vehicle, an object, or another droid. It resists being away from the object of its overprotection, and it might undertake irrational acts to ensure the object's safety.
35	Alternate Personality (h or s): The droid holds another personality as a leftover from a previous owner or because of damaged processors or data. Alternate personalities are usually software quirks, but those caused by damaged systems are hardware quirks.
36	Suspicious (s): The droid doesn't trust an individual, a corporate or government entity, or some other group, no matter how much its masters or others attempt to convince it otherwise. It treats the object of its suspicions as unfriendly at best.
37	Rude (s): The droid is rude to everyone—organic or mechanical—and is unpleasant to be around. It takes a -5 penalty to Persuasion checks to improve another's attitude.
38	Center of Attention (s): The droid insists on being the center of attention, and it attempts to dominate any conversation.
39	Impulsive (s): The droid makes snap judgments or decisions, thinking only in the short term, which might be as short as only a few seconds.
40	Blaster Happy (s): The combat-related droid tends to shoot first and listen to orders later. It also might continue to fire at a defeated enemy "just to make sure."

FEATS

The new feats presented here are available in any era. Some of these feats are available only to droids.

Aiming Accuracy

When you have time to analyze your shot, your shooting accuracy has a precision that only a machine can achieve.

Prerequisites: Droid, Point Blank Shot, Precise Shot, proficient with weapon.

Benefit: If you aim at a target as a full-round action (instead of two swift actions), you gain a +5 bonus to your next attack made in the following round against that target. The target must remain in your line of sight.

Damage Conversion

You can make last-minute moves to take hits on more durable portions of your chassis and/or armor, altering the damage dealt to you.

Prerequisites: Droid, Dexterity 13.

Benefit: When you take damage from an attack against you (other than an area attack, or an attack that deals ion or Force damage) and that damage equals or exceeds your damage threshold, you can take an additional 10 points of damage instead of moving down the condition track. Each subsequent time you use this feat in a single encounter, the additional damage you take increases by 5 points.

Distracting Droid

You use lights, holographic projectors, sudden movements, erratic flight, odd noises, or other uniquely droid techniques to distract an enemy.

Prerequisite: Droid.

Benefit: As a standard action, make a Persuasion check against the Will Defense of all enemies that are within 6 squares of you and that can see or hear you, as determined appropriate by the Gamemaster. If the check equals or exceeds an enemy's Will Defense, the enemy loses one move action on its next turn. If the attack exceeds an enemy's Will Defense by 10 or more, the enemy is also flat-footed until the start of your next turn. This is a mind-affecting effect.

Droid Focus

Choose a single degree of droid (first, second, third, fourth, or fifth). You are especially familiar with this class of droid, gaining the listed bonuses while working on or against them.

Prerequisites: Trained in the Mechanics and Use Computer skills.

Benefit: You gain a +1 bonus to Deception, Mechanics, Perception, Persuasion, and Use Computer checks when used on or against a droid of the selected degree, and a +1 bonus to all defenses against attack rolls and skill checks made by droids of the selected degree.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different degree of droid.

Droid Shield Mastery

You quickly replenish your onboard shields.

Prerequisites: Droid, equipped with shield generator.

Benefit: You automatically succeed on Endurance checks to restore your shield rating by 5 points (up to your normal shield rating). Additionally, you replenish your shields in two swift actions.

Normal: Three swift actions and a DC 20 Endurance check are normally required to restore lost shield power (see page 197 of the Saga Edition core rulebook).

Erratic Target

You bob, swerve, dip, and dive to avoid incoming shots and other attacks.

Prerequisites: Droid, equipped with hovering locomotion or flying locomotion, Dexterity 13, Dodge.

Benefit: You can reduce your speed by up to 2 squares to increase your Dodge bonus by 1 for each square of speed you give up, until the start of your next turn. You must move at least 2 squares to gain this benefit.

Ion Shielding

Your systems are insulated to improve your resistance to ion damage.

Prerequisites: Droid with Strength 13, or cyborg with Constitution 13.

Benefit: If the ion damage (before being halved) equals or exceeds your damage threshold, you move only -1 step on the condition track.

Normal: If the ion damage (before being halved) equals or exceeds your damage threshold, you normally move -2 steps on the condition track.

Logic Upgrade: Skill Swap

You are able to quickly swap one programmed skill for another. A droid with a basic processor can use this trick to enable it to attempt skills in which it is untrained.

Prerequisites: Droid, equipped with basic processor.

Benefit: Select a skill you are not trained in (other than Use the Force). As a full-round action, you can swap this skill for one you are trained in. You do not gain any benefit from the original trained skill while it is swapped out. You are not considered trained in the swapped-in skill, and therefore you cannot use any trained-only options or add a bonus to your skill check. You still add one-half your level and your associated ability bonus, as usual.

Special: If you become trained in the skill selected for this feat, you can select another skill to replace it. You can take this feat more than once, each time selecting a different skill to swap.

TABLE 1-3: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Aiming Accuracy	Droid, Point Blank Shot, Precise Shot, proficient with weapon	After aiming as a full-round action, gain +5 on next weapon attack.
Damage Conversion	Droid, Dex 13	Take additional hit point damage instead of moving down the condition track.
Distracting Droid	Droid	Attempt to deny enemies within 6 squares their next move action, with a chance to make enemies flat-footed.
Droid Focus	Trained in Mechanics and Use Computer	+1 bonus to certain skills and defenses when dealing with a selected class of droid.
Droid Shield Mastery	Droid, equipped with shield generator	Automatically restore shields in two swift actions.
Erratic Target	Droid, equipped with hovering or flying locomotion, Dex 13, Dodge	Reduce speed by up to 2 squares to increase dodge bonus by up to 2 squares.
Ion Shielding	Droid with Str 13, or cyborg with Con 13	Move only –1 step on condition track when ion damage exceeds damage threshold.
Logic Upgrade: Skill Swap	Droid, equipped with basic processor	Swap a trained skill for an untrained skill on the fly.
Mechanical Martial Arts	Droid, Martial Arts I, base attack bonus +1	Give an enemy a –5 penalty on attack rolls and damage rolls for one round after striking it in unarmed combat.
Multi-Targeting	Droid, Int 13, proficient with weapon	You can spread your aim action across multiple consecutive rounds.
Pincer	Droid, equipped with claw or hand appendage, base attack bonus +1, Pin, Crush	Maintain Pin feat and make subsequent grapple checks as a swift action. Apply Crush to each check.
Pinpoint Accuracy	Droid, Aiming Accuracy, Point Blank Shot, Precise Shot, proficient with weapon	Move target –1 step on the condition track when you hit with Aiming Accuracy.
Sensor Link	Droid or cyborg with associated hardware	Share sensor data instantly with an ally.
Shield Surge	Droid or cyborg with scomp link or similar direct data link with the vehicle, trained in Mechanics	Trade vehicle's SR for damage taken.
Slammer	Small or larger droid, equipped with at least two suitable appendages, Str 13	Triple Strength bonus to damage rolls on this special melee attack.
Tool Frenzy	Small or larger droid, equipped with at least two appendages with tools	Gain +2 to attack rolls and damage rolls with nonweapon appendages in exchange for –2 penalty to Reflex Defense.
Turn and Burn	Droid, equipped with hovering, flying, wheeled, or tracked locomotion, Dex 13	Withdraw by clearing threatened squares in up to 2 squares of movement, move your speed when using the withdraw action. Withdraw as a reaction by spending a Force Point.

Mechanical Martial Arts

You know how to inflict pain using your metal appendages when fighting in unarmed combat against organic enemies.

Prerequisites: Droid, Martial Arts I, base attack bonus +1.

Benefit: When you successfully damage an enemy with an unarmed attack, the enemy takes a -5 penalty to all melee attack rolls and damage rolls until the start of your next turn.

Special: If you strike an organic enemy while using this feat during an attack of opportunity, the penalty lasts until the start of the enemy's next turn.

Multi-Targeting

Your targeting system allows you to track multiple targets over time, negating cover bonuses.

Prerequisites: Droid, Intelligence 13, proficient with weapon.

Benefit: You can use swift actions across more than one round to aim at a target. You can attack different targets prior to the completion of your aim action. If the subject of your aim is out of your line of sight for any reason, you lose your aim and must start again.

Normal: You must normally use two consecutive swift actions in the same round to aim (see page 154 of the Saga Edition core rulebook).

Pincer

You use your mechanical strength to restrain and damage enemies.

Prerequisites: Droid, equipped with claw or hand appendage, base attack bonus +1, Pin, Crush.

Benefit: When you successfully Pin an enemy (see page 87 of the Saga Edition core rulebook), you can maintain the Pin beyond 1 round and can make subsequent grapple checks against the pinned enemy as a swift action. You can apply the Crush feat whenever your subsequent checks are successful.

Normal: Grapple checks are normally a standard action. The Pin feat must usually be rerolled each round as a new grapple check.

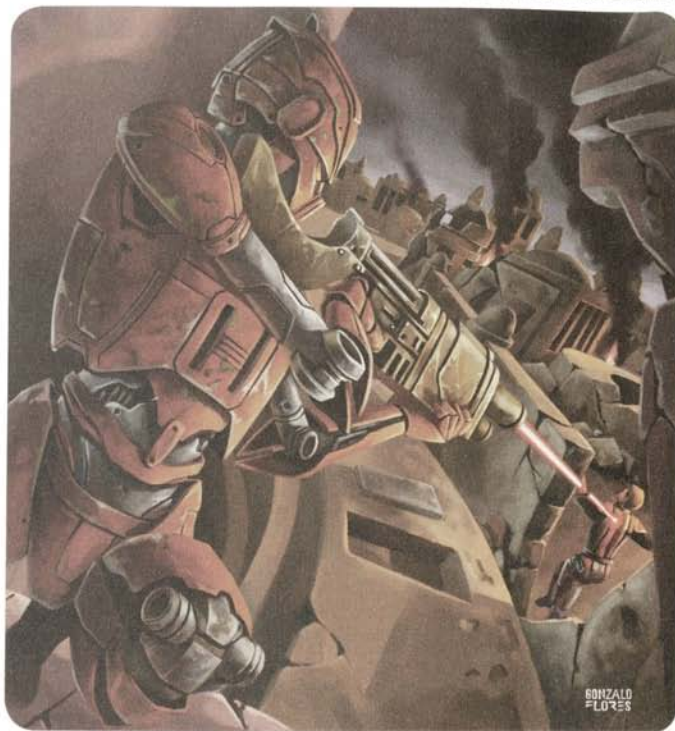
Pinpoint Accuracy

This improved version of the Aiming Accuracy feat moves your enemy -1 step on the condition track.

Prerequisites: Droid, Aiming Accuracy, Point Blank Shot, Precise Shot, proficient with weapon.

Benefit: When using the Aiming Accuracy feat, a target you damage cannot take the recover action until the end of its next turn.

AN HK-24 ASSASSIN DROID USING ITS TARGETING SYSTEM



Sensor Link

You can broadcast your sensor input to an ally, such as another droid or a friendly computer system.

Prerequisite: Droid or some cyborgs (see below).

Benefit: As a swift action, you can broadcast the input from your audio, visual, and any special sensors to a droid ally, comlink, communications system, or holographic receiver within 24 squares. That ally is aware of anything you are aware of, and can use the aid another action to aid on your Perception checks even if you do not have line of sight to one another. If both you and your ally have Sensor Link, you share information simultaneously, granting a +2 bonus to Perception checks.

Special: Cyborgs with built-in cybernetic sensors and communications gear can also take this feat.

Shield Surge

You can surge the power of a vehicle's shields through your direct data link at precisely the right moment to reduce the damage to the vehicle from incoming enemy fire.

Prerequisites: Droid or cyborg with scomp link or similar direct data link with the vehicle, trained in Mechanics skill.

Benefit: As a reaction, when your vehicle takes damage above its shield rating, after the shield rating is reduced you can reduce the amount of damage sustained by the vehicle by an amount up to the remaining shield rating (see page 161 of the Saga Edition core rulebook). However, the shield rating is immediately reduced by one point for every point of damage reduced.

Special: The Recharge Shields action cannot be used on the vehicle until a full round after the use of Shield Surge.

Slammer

You clap two hands, claws, or appendages together, delivering a crushing blow to an enemy.

Prerequisites: Small or larger droid, equipped with at least two suitable appendages, Strength 13.

Benefit: As a standard action, you slam two of your appendages together from either side of an enemy, crushing your target between them. Make a melee attack. If the attack is successful, you deal unarmed damage with double your Strength bonus. If you also exceed the target's damage threshold, it has a persistent condition that can be removed only with 8 hours of rest or a DC 20 Treat Injury check.

Special: If you also have the Crush feat, increase your unarmed damage by 1 die when using Slammer.

Tool Frenzy

You use all your built-in appendages, claws, probes, instruments, and tools at once to slash, pierce, burn, or cut your enemy in a frenzied melee attack.

Prerequisites: Small or larger droid, equipped with at least two appendages with tools mounted.

Benefit: As a standard action, using appendages not normally considered weapons, you can make several strikes as a single attack against a single target. Make an unarmed melee attack with a +2 bonus; until the end of your next turn, you take a -2 penalty to your Reflex Defense. Use the damage die of the highest rated appendage (see page 190 of the Saga Edition core rulebook) when determining damage.

Special: True (nonimprovised) melee or ranged weapons are not considered tools for the purposes of this feat.



Turn and Burn

You can retreat from enemies with additional speed and agility.

Prerequisites: Droid, equipped with hovering, flying, wheeled, or tracked locomotion, Dexterity 13.

Benefit: When using the withdraw action, you can move up to 2 squares to escape threatened squares without provoking an attack of opportunity, and you can move your speed. You can spend a Force Point as a reaction to an enemy ending its movement adjacent to you to withdraw.

Normal: When using the withdraw action, you can normally move only 1 square to escape a threatened square without provoking an attack of opportunity and can move only up to half your speed.

DROID TALENTS

Droid talents work the same as the talents presented in the Saga Edition core rulebook. However, each talent is available only to droids of a particular degree. When a character would normally gain a talent, such as when attaining an odd-numbered level in a heroic class, the droid can select a droid talent from among those presented below.

FIRST-DEGREE DROID TALENT TREE

Known Vulnerability: You know the vulnerable spots to hit on most species. As a free action, you make a DC 15 Knowledge (life sciences) check (DC 25 for rare species, DC 35 for unknown species, both as determined by the Gamemaster). If the check is successful, until the end of the encounter, whenever you make a successful melee or unarmed attack that deals damage against a target of that species, your target takes a -2 penalties to attack rolls until the end of your next turn.

Prerequisite: Trained in Knowledge (life sciences).

Medical Analyzer: You use your medical knowledge and advanced droid processor to improve your treatment of medical conditions. When making a Treat Injury check to Treat Disease, Treat Poison, or Treat Radiation, you can also add your Intelligence modifier to your roll.

Prerequisites: Trained in Knowledge (life sciences), medical droid.

Science Analyzer: You use your extensive databanks to better analyze scientific data. You can add double your Intelligence modifier to your Knowledge (life sciences) or Knowledge (physical sciences) skill check.

Prerequisites: Trained in Knowledge (life sciences) and Knowledge (physical sciences).

Triage Scan: As a standard action, you can make a DC 20 Treat Injury check. If the check succeeds, you know if the organic characters within 6 squares and within your line of sight are below one half of their hit points and at what step they are along the condition track.

Prerequisites: Trained in Treat Injury, medical droid.

SECOND-DEGREE DROID TALENT TREE

Burst Transfer: You can double the amount of data transferred with the Binary language in a single round (see page 191 of the Saga Edition core rulebook) when communicating with other droids with Burst Transfer, and you cut Access Information time in half when making Use Computer checks to find general or specific information (see page 76 of the Saga Edition core rulebook).

On-Board System Link: While aboard a starship or vehicle and plugged into the ship's systems by scomp link, droid socket, or basic data port, you can reroute power or recharge shields as two swift actions instead of three.

Quick Astrogation: Your speedy electronic astrogation-calculation routines allow you to cut calculation time in half. Additionally, when attempting a Use Computer check to Astrogate, you can make the calculation as a standard action instead of a full-round action.

Prerequisite: Trained in Use Computer.

Scomp Link Slicer: Your inherent speed and advanced skill reduce the danger of slicing computer systems. You must be physically linked to the system you are slicing. You can use each of the following actions once per encounter:

- **Eradicate:** You can use Disable or Erase Program on a computer that is friendly or helpful toward you. With this talent, disabling or erasing a program takes 5 minutes and requires a DC 15 Use Computer check (see page 76 of the Saga Edition core rulebook).
- **Lockout:** If you succeed on an opposed Use Computer check when you issue a Routine Command to counteract another programmer's actions, you automatically lock the other programmer out of the system. He or she must succeed in an opposed Use Computer check against you to regain access to the system (see page 76 of the Saga Edition core rulebook). You resist the attempt as a reaction.
- **Untraceable:** As a reaction, you automatically keep a hostile computer from tracing your location if you fail a Use Computer check (see page 76 of the Saga Edition core rulebook) by 10 or less.

Prerequisites: Any two talents from the Slicer Talent Tree (see page 47 of the Saga Edition core rulebook). Burst Transfer can be one of these talents.

THIRD-DEGREE DROID TALENT TREE

Nuanced: You are skilled in the nuances of diplomatic speech and gestures. Once per encounter, you can add your Wisdom bonus to a Persuasion check in addition to your Charisma bonus.

Observant: You enhance your persuasiveness by applying data obtained through observation. Whenever you would fail a Persuasion check, you can roll a Perception check as a free action, with a DC equal to the DC of the Persuasion check. If you succeed, add +5 to the original Persuasion check result.

Supervising Droid: You are programmed to oversee other droids. You can use each of the following actions once per encounter:

- **Combat Support:** As a standard action, you automatically aid another on an allied droid's attack roll, provided you are capable of using the aid another action to assist that ally. If you also have Weapon Focus with this weapon, you increase the bonus provided by the aid another action from +2 to +3.
- **Director:** As a standard action, you automatically aid another droid with a skill you are trained in. If you also have Skill Focus in the skill, you increase the aid another bonus from +2 to +5.
- **Instant Action:** As a swift action, you grant one ally a swift action that it can use immediately as a free action.

Prerequisites: Observant, any talent from the Influence, Inspiration, or Leadership Talent Trees (see pages 43–44 of the Saga Edition core rulebook).

Talkdroid: You know how to subtly massage translations. When one of your allies is attempting to use the Persuasion skill to change the attitude of a creature that does not understand your ally, you add +2 to the ally's Persuasion check results if you perform the translation.

Prerequisite: Trained in Persuasion.

DROID DATA PORTS

For the most part, Gamemasters and players need not worry about the exact type of data ports and other connections between a droid and a computer, a vehicle, or a network. However, the Gamemaster might decide that this information should play a part in the story or would otherwise logically come into play. For instance, it might make sense for an astromech droid to be able to slice into a complex computer system, but a lowly power droid probably does not have the equipment for it. Also, rare or alien droids or those from another era might have nonstandard ports. Certain talents and feats described in this book require a link in order to function. Below is a brief summary of the standard data ports found in the galaxy.

Maintenance Data Link: All droids come standard with at least one maintenance data link port for programming and maintenance. This wired link can be used with datapads, portable computers, and systems designed for implementing droid modifications. This link is not normally suitable for the droid to use to attempt slicing or controlling a vehicle or automated systems. Any attempt to do so suffers a -10 penalty to any Use Computer, Mechanics, or other skill checks. This penalty does not apply to skill checks others make to the droid.

Basic Data Link: Droids are equipped with one or more basic data links. This wired link allows a droid to transfer data efficiently and enables equipped droids, such as pilot droids, to operate computers and ship systems without physically touching the manual controls, although that capability usually depends on the system rather than the droid. The port is suitable for data transfer, vehicular control, and slicing attempts.

Scomp Link: This advanced droid-computer data link is found on starships and on larger computers and networks. This port is suitable for all types of data transfer, vehicular control, and slicing attempts. See the scomp link equipment entry on page 62 for additional information. All astromechs are equipped with scomp links, unless otherwise noted.

Wireless Link: Some droids have the hardware to access wireless data links. This type of link is only operable when a computer or network also has wireless capability. Accessing networks typically requires passwords or slicing. However, once connected, this type of link is suitable for all types of data transfer, vehicular control, and slicing attempts. An integrated comlink does not allow a droid to access wireless data networks or make slicing attempts wirelessly.

FOURTH-DEGREE DROID TALENT TREE

Just a Scratch: Once per encounter, as a reaction, you can reduce the damage from a single attack that targets your Reflex Defense by an amount equal to your Fortitude Defense.

Prerequisites: Equipped with medium or better armor, proficient with that armor.

Target Acquisition: Once per encounter, as a swift action, designate an enemy target within line of sight as an acquired target. You gain a +1 circumstance bonus to attack rolls and damage rolls for all attacks against that target until the end of the encounter, as long as the target remains within your line of sight.

Target Lock: You lock onto the target designated by the Target Acquisition talent. If the target leaves your line of sight, you automatically reacquire the target lock as a reaction if the target comes back within your line of sight. You also gain a +5 bonus to your Perception skill when opposing the target's Stealth checks.

Prerequisite: Target Acquisition.

Weapons Power Surge: Once per encounter, as a free action, you can increase the damage dealt by one of your weapons by 1 or 2 damage dice in exchange for moving -1 step on the condition track for each die increased. The weapon must be permanently mounted to your chassis, and it must use your internal power supply. Handheld weapons, such as blaster rifles, do not qualify for this talent.

FIFTH-DEGREE DROID TALENT TREE

Durable: You are particularly durable and continue to function when a lesser droid would become disabled. The first time during an encounter that you would be moved to the bottom of the condition track by any effect, you instead stop at the -10 step. Additionally, if a single attack causes you to move multiple steps down the condition track, you can spend a Force Point as a reaction to only move -1 step down the condition track.

Heavy-Duty Actuators: Your heavy-duty actuators allow you to release your power and speed in a quick burst. You can double your Strength bonus to your melee and unarmed damage rolls.

Prerequisite: Medium or larger size.

Load Launcher: You are considered proficient with improvised thrown weapons (see page 150 of the Saga Edition core rulebook) when making a ranged attack by throwing an object. Objects up to one size category larger than you can be thrown up to a number of squares equal to $2 \times$ your Strength bonus (minimum 1 square). Additionally, you add your Strength bonus to any damage dealt.

Task Optimization: Select a skill you are trained in. Once per encounter, you can perform any application of that skill as one action quicker than normal but as at least a swift action (for example, a full-round action becomes a standard action, a standard action becomes a move action, a move action becomes a swift action). Tasks requiring more than one round cannot be optimized with this talent.

NEW TALENTS FOR DROID PRESTIGE CLASSES

This section features new talents for two existing droid-only prestige classes: the Droid Commander (see pages 42–44 of *The Clone Wars Campaign Guide*) and the Independent Droid (see pages 46–48 of *The Force Unleashed Campaign Guide*).

NEW TALENTS FOR THE DROID COMMANDER PRESTIGE CLASS

New Droid Commander Talent Tree OVERRIDE TALENT TREE

You can take direct control over your droid allies for brief periods.

Directed Action: As a standard action, you allow one droid that can hear and understand you to make a Deception, Mechanics, Persuasion, Pilot, Ride, Treat Injury, or Use Computer check immediately as a free action. The droid can replace its relevant ability score modifier for that check with your Intelligence modifier.

Directed Movement: As a move action, you allow one droid that can hear and understand you to move up to its speed. The droid can make Acrobatics, Climb, Jump, Stealth, or Swim checks during this movement, and can replace its own relevant ability score modifier for that check with your Intelligence modifier.

Full Control: As a full-round action, you allow one droid that can hear and understand you to take the full attack action. The droid can replace its relevant ability score modifier to any attack rolls it makes with your Intelligence modifier.

Prerequisites: Directed Action, Directed Movement, and Remote Attack.

Remote Attack: As a standard action, you allow one droid that can hear and understand you to make a melee or ranged attack. The droid can replace its relevant ability score modifier to its attack roll with your Intelligence modifier.

NEW TALENTS FOR THE INDEPENDENT DROID PRESTIGE CLASS

New Specialized Droid Talent

This talent is for use with the Specialized Droid talent tree.

Power Boost: You channel your power surge into a boost for your locomotion system. When you initiate a power surge, you can use one of the following bonuses with your installed locomotion system: Jump +4 squares (walking or wheeled locomotion), or increase hovering height by 4 squares (hovering locomotion). You can use this talent for a number of rounds equal to one-half your level (rounded down).

At the end of a power boost, you move –1 persistent step on the condition track. The penalties imposed by this condition persist until you receive repairs (using the Repair Droid application of the Mechanics skill). You can use both Power Surge and Power Boost at the same time, but you must move –2 persistent steps on the condition track.

Prerequisite: Power Surge.

New Autonomy Talent

This talent is for use with the Autonomy talent tree.

Just a Droid: You are adept at passing yourself off as an ordinary droid. You can use each of the following actions once per encounter.

- **Just Another Droid:** You are skilled at using Stealth to sneak past unwary enemies when moving in plain sight. You can use the Sneak application of the Stealth skill when in plain sight of an enemy, if the enemy has no reason to doubt that you are just another droid. You are considered trained in Stealth for this action.
- **Just a Normal Droid:** You can reroll Deception checks for deceptive appearance to make observers believe that you are carrying out a standard function when attempting to do something atypical for your droid model or function. You may keep either result.

Swift Droid: You move quickly when caught. You can make a swift action as a reaction after failing a Deception check or a Stealth check.

Prerequisites: Any two talents from the Autonomy talent tree.

New Elite Droid Talent Tree

You have become a highly advanced droid and are among the elite units of your class.

Break Program: You can use your ability to circumvent behavioral inhibitors to temporarily break the programming of a droid that you have a data link with. Make a Use Computer check opposed by the droid's Will Defense. Breaking the droid's programming overrides its behavioral inhibitors for a number of rounds equal to your Intelligence bonus.

Prerequisite: Trained in Use Computer.

Heuristic Mastery: You understand the subtleties and limitations of your heuristic processor. You can reroll any untrained skill check (except Use the Force), keeping the second result, even if it is worse. Once per encounter, you can spend a Force Point to reroll any skill check (trained or untrained), taking the better result.

Prerequisite: Wisdom 15.

Scripted Routines: Your extensive experience allows you to preset specific routines that give you an advantage in some situations: Once per encounter you can use each of the following actions:

- **Attack Script:** You can use a feat or a talent that modifies your attack roll as one action less (for example, a full-round action becomes a standard action, a standard action becomes a move action, a move action becomes a swift action, a swift action becomes a free action).
- **Defense Script:** You can apply your Independent Spirit bonus a second time during a single encounter.
- **Skill Script:** While in combat, you can apply a bonus equal to one-half of your class level to any single skill that requires a standard action or less to use. You must be trained in the skill.

Prerequisite: Base attack bonus +5.

Ultra Resilient: You have advanced subroutines that make you more resistant to the effect of damage. Once per encounter, as a reaction, you can increase your damage threshold with a bonus equal to your Independent Droid level.

ADJUDICATING DROIDS

Adjudicating droids can present unique challenges for the Gamemaster. Although they are essentially living machines, droids cannot be treated as simply another species or character type. Below are common droid issues and information on adjudicating them.

DAMAGED AND DESTROYED DROIDS

Damaged and destroyed droids are treated similarly to organic heroes when it comes to damage and death. However, droids are also machines and can be reassembled or have their data accessed by other means, so they have additional options not available to organic characters. New approaches to damage and destruction are presented below. Information on droid damage and repair from the Saga Edition core rulebook is also included here for convenience.

Conditions: A droid is treated the same as an organic character when it comes to the condition track and persistent conditions. Unlike organic characters, however, a damaged droid might gain a quirk (See "Quirks as Persistent Conditions" on page 18).

Destroying a Droid: If a droid is reduced to 0 hit points by an attack that deals damage equal to or greater than its damage threshold, the droid is destroyed. However, it can spend a Force Point to become disabled instead of destroyed.

Disabled: When a droid is disabled (the equivalent of being unconscious), it moves -5 steps on the condition track, falls prone, and is unable to take any actions. It remains inert and inoperative until repaired. A droid that is repaired immediately reactivates and can get up to fight again, but it starts prone.

Repair Droid (requires tool kit): A character with Mechanics as a trained skill can spend 1 hour of work and make a DC 20 Mechanics check to repair a damaged or disabled droid, restoring hit points equal to the droid's character level and removing any persistent conditions currently affecting the droid. A droid can attempt to repair itself, but it takes a -5 penalty on its skill check.

"HAVING TROUBLE WITH YOUR DROID?"

-LANDO CALRISSIAN



New Optional Rules

The following new optional rules can be included, in whole or in part, in your game to give droid heroes some of the versatility seen in the *Star Wars* films. As with all optional rules, inclusion of the following rules in the game is subject to Gamemaster approval.

Sacrificial Appendage: When a droid would normally be reduced to 0 hit points or moved to the bottom of the condition track, the droid can choose instead to have one of its limbs severed. If the droid chooses this option, it is instead moved to the -10 step on the condition track, or, in the case of being reduced to 0 hit points, it retains 1 hit point. The sacrificed appendage should be a limb rather than a tool that the droid can easily do without. The appendage can be successfully reattached with a repair check (see Repair Droid on page 29). The droid receives hit points from the repair, as usual.

Destroyed Droids: Taking into account the method of destruction, the Gamemaster determines what parts of a droid remain after it is destroyed. Blaster fire or an explosion might scatter small and large pieces around the area. A droid destroyed by a lightsaber might have slices or holes burned through its chassis, or large sections of the droid's appendages might be completely severed. The Gamemaster should also determine which of the droid's systems, accessories, appendages, or tools are damaged or destroyed.

Reactivating a Destroyed Droid: At the Gamemaster's discretion, a character can attempt to salvage and reactivate a destroyed droid. Reactivating a droid requires that its processor, power source, and communication interface must be intact. The battery and communication interface can be replaced or replicated if needed. A destroyed droid cannot reactivate itself. The character attempting the reactivation must make a DC 20 Mechanics check and work on the droid for 5 minutes. A character can attempt to reactivate a droid as a full-round action, increasing the DC to 30. If the check is successful, the droid moves +1 step on the condition track. However, the droid is still considered to have 0 hit points and cannot move, attack, or take any action other than skill checks for skills based on Intelligence, Wisdom, or Charisma.

Salvaging a Destroyed Droid: Salvaging a destroyed droid requires a tool kit, time, spare parts, and additional Mechanics checks (see Repair Droid on page 29). A reactivated droid can assist in its own repairs by using the aid another action, although it cannot attempt to repair itself directly. The time required to salvage a droid can be affected by the level of destruction sustained by the droid. Repairs might take several hours, several days, or even several weeks, as determined by the Gamemaster. Destroyed droids usually require spare parts costing 50% or more of the droid's original cost.

IMPROVISED DROID TASKS

Heroes might try to take maximum advantage of the unique resources a droid offers. A droid's built-in equipment, traits, and unique social status in the *Star Wars* universe cause droids and droid heroes to be called upon to carry out tasks well beyond their original programming.

When considering an unusual request for or by a droid character, consider the following:

Does the droid have a heuristic processor? If not, then the request must be governed by the standards of the basic or remote processor, so the task must be laid out in specific terms. Unless the request is defined in ways the droid understands, the droid cannot act beyond its programmed skills, feats, special abilities, and tasks. Even if the tasks are clearly delineated, the droid might perform them poorly or inefficiently or become confused if the task does not proceed as planned. A droid equipped with a heuristic processor is better equipped to handle unusual situations, so it can act on fewer, less specific instructions. Additionally, focusing on the advantages of the heuristic processor emphasizes the choice of processor in droid creation, rewarding those players who select it.

Is the request already covered by an existing talent, feat, or droid special quality? Don't shortchange players who select certain class, droid, or droid prestige class talents and feats by allowing other droids to replicate those abilities too often. If it seems reasonable that a given droid might be capable of an action similar to an existing ability, allow the action to proceed with a lesser chance of success and/or a lesser result than could be gained with the existing ability.

THE DROID THAT GAINED LEVELS

In adventuring parties featuring less than five players, adding a Gamemaster-controlled droid to the party can be a great way to balance the party without having to adjust your encounter design. Many gaming groups can only muster three or four players and a Gamemaster, while the game is designed for a typical group of five players and a GM. Filling those empty player spots with droids is a nice option, because a droid can easily fade into the background during noncombat encounters, whereas a living character that does so might seem shallow and one-dimensional. If you decide to include a droid ally as a means of filling out the party's numbers, you should probably think about the droid just like you would any other major Gamemaster character, and plan on it being with the party for the duration of the campaign.

You should choose a droid model that fills an appropriate niche in the party. Similarly, you should probably think about the kinds of adventures your heroes are going to be going on, and what roles need to be filled. If the party lacks a pilot, a pilot droid seems like a good choice. However, there are other considerations. Some droids don't do well on adventures due to their forms (try getting that wheeled droid up a long set of stairs). A good option for creating droids to round out a party of heroes is to use the stock droid chassis presented on page 10 and then build the droid from the ground up. This not only lets you build exactly the kind of droid you need to fill a gap in the party, it unshackles you from the usual physical forms of various droids.

As the heroes gain levels, so should the droid. The levels you choose for your droid should likewise continue to help the droid fill in the gaps in the party. If the party is short on firepower, the droid should take levels with high base attack bonuses and good combat talents. However, you also have another option to consider. If you want the droid to grow and to develop as an interesting Gamemaster character, consider having the droid take levels in the independent droid prestige class (see *The Force Unleashed Campaign Guide*, page 46). This helps represent the fact that the droid is becoming more and more unique thanks to its time with a party of heroes at the center of great, galaxy-shaking events.

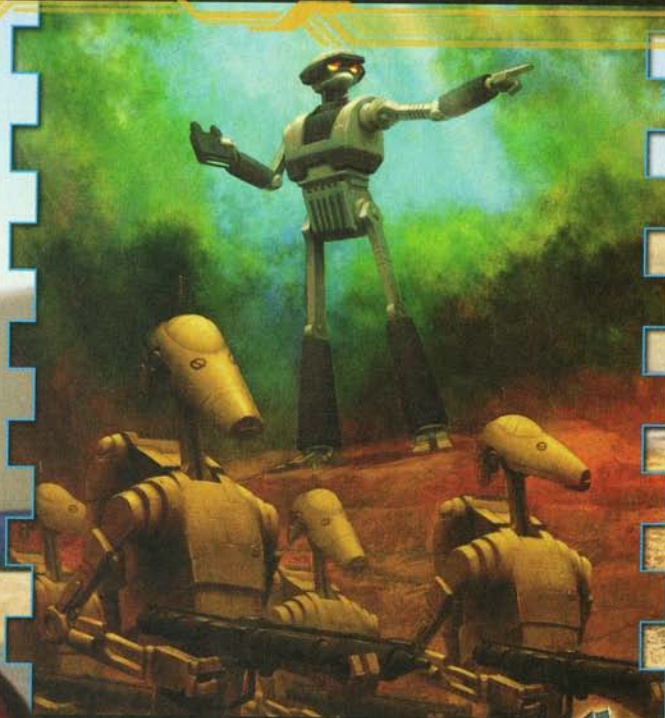
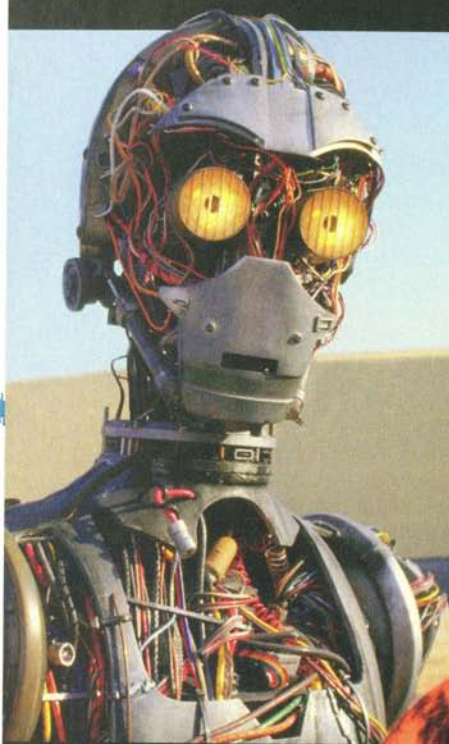
Is the request likely to be abused by the player in future sessions, or likely to become exploited regularly? If not, allow the idea to be used at least in this instance. However, if the idea could become an unwelcome addition to future sessions, the Gamemaster can avoid denying its use outright by allowing the character to spend a Force point or a Destiny point (if appropriate) for the action. Another option is for the droid to suffer a persistent condition and move -1 or more steps on the condition track at the end of the task.

Should the task be covered by new talent, feat, or special quality? Some tasks generated by players are more appropriately covered by creating a new droid-degree talent, feat, or special quality. If the player creates a wholly customized or new droid model, a special quality can be added at the Gamemaster's discretion (see the special qualities included for the droids in this book for examples). If the droid is an existing stock model, create a talent or a feat instead. If the ability seems like something a droid ought to be able to learn, create a feat. If the ability seems focused on a trademark task of a particular model or degree of droid, create a talent specific to that degree of droid (see page 26).

Adjudicating simple and complex tasks. If the Gamemaster decides to proceed with the request, he or she should decide what actions, attacks, and skill checks are required for success. Simple tasks are typically covered by one skill check, but unique circumstances might require more time and/or multiple checks. Complex tasks should take multiple rounds with multiple checks.

Plan for failure. A droid that performs a task outside its realm of expertise can make for potentially amusing or unexpected situations if it fails. The droid might become confused, carry out the next operation without completing the first task, return unexpectedly, call on the owner for clarified instructions, or give up and report the failure. In the middle of a battle or a critical mission, this failure can cause confusion or threaten a mission's success, forcing the heroes to act quickly to resolve the situation. Gamemasters should take advantage of this potentially dramatic or amusing situation.

CHAPTER II DROID ALLIES





Droids occupy a unique place in *Star Wars*. They are machines that feel, automatons that think, robots that know. They fight wars, heal the sick, and track down Rebel scum. A droid develops a personality, friendships, and rivalries, just as an organic being does over the course of a lifetime. Droids might squabble among themselves, but they will also offer any parts necessary to help repair a friend fallen in battle. Organic beings often treat their droids less like property and more like companions. Droids are a remarkable part of life, even if they are not truly alive.

Droids have a significant effect on history. Were it not for a pesky R2 unit, the Rebel Alliance would have never become the New Republic. The legions of battle droids are worthy foes of the Old Republic. A droid's recording of a Jedi meditation leads Zayne Carrick to fight his former masters. Droids are important pieces to the puzzle of what the galaxy has become. Some droid designations are well known as heroes or villains: C-3PO, HK-47, IG-88.

Yet, some beings in the *Star Wars* universe consider droids to be nothing more than tools—just hydrosplanners with legs. Droids are sent into battle to be destroyed. They are unmourned if they do not return from unexplored regions of space. Indeed, some beings resent droids for their efficiency and because of the perception that they take jobs from organic beings who need to feed their families. Droids are refused service in some businesses, and they are denied basic rights on some planets. In spite of, or perhaps because of, all their amazing achievements, droids can bring out the worst in other beings. Galactic conflicts, such as the Clone Wars, in which droids are programmed to kill and destroy are not forgotten by the beings whose homes and planets are overrun by mechanical menaces.

This chapter explores the role of droids in the *Star Wars* universe, including their struggle for rights, their religious beliefs, and even a few old spacers' tales thrown in for good measure. It looks at droids as equipment, as well as at some of the unique roleplaying opportunities available to droid characters. Players who would like to give extra spark to their droid heroes can find plenty of interesting options. Gamemasters looking to add flavorful droid characters to their stories can find useful hints, tips, hooks, and aids here.

ALTERNATIVE PRICING SYSTEM

Market forces drive the pricing of droids. Droid dealers haggle and bargain with prospective owners. Bargain hunters travel across the galaxy for the right droid at the right price. Knowing what a droid is worth can be difficult. A droid fresh from the factory is significantly different from one that has been roaming for hundreds of years. Age and experience are valued by savvy droid owners. Rebuilding a droid that has learned how to do its job is much easier than teaching a new droid.

This system bases droid prices on the droid's capabilities and experiences. It allows Gamemasters to customize droids for their group and to offer droids that fill the heroes' needs. If the heroes need a protocol droid and also need a droid that has slicing skills, the Gamemaster can customize a single droid to fit both needs and find the appropriate price for it.

Step 1: Start with the basic chassis cost of 1,000 credits \times the degree of the droid.

Step 2: Calculate the droid's factory cost using the rules in the Saga Edition core rulebook. Be sure to figure in the droid's cost factor, its size, and the price of any accessories attached to the droid.

Step 3: Add the cost of any accessories from other supplements, including this one.

Step 4: Add together the droid's attribute modifiers. Multiply the sum by 1,000 credits.

Step 5: Multiply the number of talents the droid possesses by 2,000 credits.

Step 6: Multiply the number of the droid's trained skills by 500 credits.

Step 7: Multiply the number of the droid's feats by 1,000 credits.

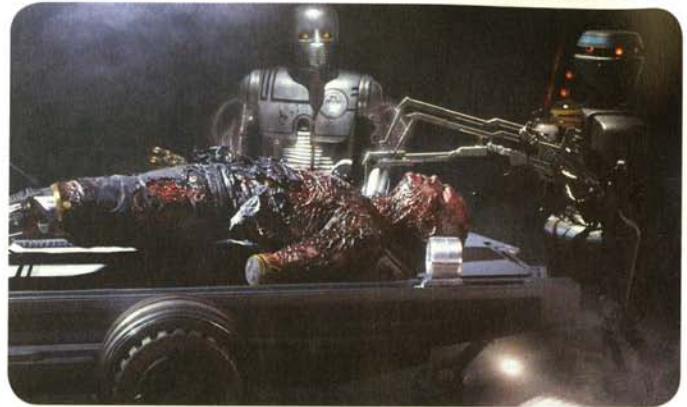
Step 8: Multiply the droid's CL by 1,000 credits.

Step 9: To find the final cost of the droid, add the results of steps 1 through 8, and divide the sum by 2.

The costs for Saga Edition droids have been recalculated and are indicated below under "Droids as Equipment." The costs for the droids in this book were calculated using the rules above.

WHICH PRICE IS RIGHT?

The prices indicated here differ from those in the Saga Edition core rulebook. The system here takes into account functionality, skills, and equipment. Some Gamemasters might prefer to assign prices based on market value, common sense, or narrative necessity. Other Gamemasters are unconcerned with tracking finances and might simply judge whether a droid can be purchased. The final choice belongs to the person behind the screen.



Example: The heroes in Brent's game want to buy a medical droid after a few close scrapes and challenging encounters. The campaign is set during the Dark Times, so Brent allows them to purchase an FX-6 medical droid. He calculates the droid's costs based on its statistics:

Step 1: Start with the basic chassis cost. For a first-degree droid, the cost is 1,000 credits.

Step 2: Calculate the droid's factory cost using the rules in the Saga Edition core rulebook. Be sure to figure in the droid's cost factor, its size, and the price of accessories attached to the droid. This cost is 3,800 credits.

Step 3: Add the cost of any accessories from other supplements, including this one. Brent elects not to add any droid equipment.

Step 4: Add together the droid's attribute modifiers. The droid's five modifiers are -1 , $+0$, $+2$, $+2$, -1 . The sum is 2, which, multiplied by 1,000 credits, adds 2,000 credits to the total.

Step 5: Multiply the number of talents the droid possesses by 2,000 credits. Brent gives the droid 3 levels of scout to keep it near the level of his players and to give it access to talents. Brent gives the droid two droid talents and adds 4,000 credits.

Step 6: Multiply the number of the droid's trained skills by 500 credits. The 3 skills this droid possesses add 1,500 credits to the cost.

Step 7: Multiply the number of the droid's feats by 1,000 credits. Each FX-6 comes with 4 feats, and the 3 feats earned through the 3 levels of scout give the droid a total of 7 feats, adding 7,000 credits to the droid's total.

Step 8: Multiply the droid's CL by 1,000 credits. This droid's CL adds 3,000 credits to the droid's cost.

Step 9: Brent divides the total of 22,300 credits by 2, so the total cost of the experienced medical droid is 11,150 credits.

DROIDS AS EQUIPMENT

Few droids are as special as R2-D2. Countless droids in the background of the *Star Wars* universe do their duty quietly and efficiently, allowing the heroes to have the spotlight. Droids can be useful, but having one as a full-fledged Gamemaster character can be distracting and time-consuming, both for players and for the Gamemaster. A hero who owns a starfighter likely wants an astromech droid to make the calculations for hyperspace, but the hero probably wants the droid to stay with the ship during adventures. The Gamemaster has enough to worry about without playing a precocious astromech droid, so the droid is left out of the picture. But if the Gamemaster wants to run a scene in which the pilot rushes back to the hangar bay while pirates attempt to sabotage all the ships in the landing bay, that droid becomes a significant part of the hero's attempt to stop the pirates. Additionally, consider the soldier hero who leads an entire squad of battle droids into combat. The addition of so many Gamemaster-character droids can cause problems with encounter balance and slow down the action at the game table while the actions of all those droids are resolved.

Ultimately, most droids are better envisioned as equipment rather than as companions or allies. They are machines built to do a job. A personality might develop as a result of infrequent memory wipes, but the droid is still



DROIDS ARE OFTEN SEEN AS NOTHING MORE THAN TOOLS

hard-wired to do one particular task very well. This section explains how droids can be treated as equipment rather than as Gamemaster characters, allowing Gamemasters to put control of those droids into the hands of the heroes who own them.

These rules are not meant to replace the droid rules in the Saga Edition core rulebook. They are optional and meant to be used in situations where a droid is needed for utility and not as a significant Gamemaster character. Additionally, Gamemasters should use these rules when the heroes own a droid that does not need to be a major part of the story. These rules allow players to purchase droids to help them during their adventures without the Gamemaster worrying about players entering the fray with legions of droids at their disposal.

Under these rules, droids are stripped down to their bare essentials, both in stats and in function. These functions are called protocols. A droid is able to perform protocol actions only when told to do so by its master or its master's allies. Protocol actions are swift actions, but more complex ones require more than one swift action. These swift actions represent the hero giving orders to the droid and the time required for the droid to complete the action. Under these rules, each droid has a number of protocols that it can complete on behalf of its master. Typically, these protocols are used during combat.

USING THE PROTOCOL FORMAT

Droids are normally unable to take protocol actions on their own. These actions come from a droid's master and his or her allies. The droid's owner, as well as anyone designated by that owner, can activate protocol actions for a droid by spending, in the same turn, the number of swift actions listed in the protocol-format statistics block. However, you can spend swift actions to activate a droid's protocol actions only if no one has activated protocol actions for the droid since the end of your last turn. A droid carries out the

HOW DOES THE PROTOCOL SYSTEM WORK?

At first glance, players and Gamemasters might have difficulty understanding why these rules are in place or how they should be used. As an example, let's say that you have a Twi'lek scoundrel hero named Reagle, specializing in slicing. Reagle wants to buy an astromech droid to help him slice into secure starships, but the Gamemaster does not want to develop a full personality and role in the story for the droid. Rather than adding a new astromech Gamemaster character to the game, the Gamemaster allows the player to control the droid, using these rules. He gives the player the protocol-format statistics block for the droid, and allows the player to spend swift actions to control the droid during encounters. The Gamemaster still keeps the full-length statistics block handy in case, for example, an enemy decides to shoot the droid, but the astromech is placed under Reagle's direct control.

protocol action immediately, as soon as the character spends the swift action or actions to activate the protocol action. Some actions can be performed only once per turn, as indicated in the protocol-format statistics block.

The Gamemaster gives the droid's protocol-format statistics block to the player, who then treats the droid, effectively, as a source of extra actions. The Gamemaster should keep the droid's full statistics block for occasions when information not found in the protocol-format statistics block is needed. Other than execution of actions, the droid follows all droid rules and is subject to the same restrictions and benefits as those that normal droids have.

ADAPTING DROIDS TO THE PROTOCOL FORMAT

When using the protocol format, remember that the goal of these rules is to pare down the droid to its essentials. If the droid were only a tool or a piece of equipment, what would it do?

Droids can move. Spend a swift action to command a droid to move.

Droids can aid another. Spend a swift action for a droid to provide a +2 bonus, assisting a character on an attack or a skill check.

Droids can make skill checks of their own. Spend a swift action for a droid to make a skill check. If the check is considered a full-round action, this process costs two swift actions.

Droids can attack. Spend two swift actions for a droid to make an attack. For a full attack action, four swift actions must be spent.

Every action that a droid is able to perform might not be listed in the protocol-format statistics block. Indicate the actions a droid is most likely to be called on to perform. An action that the droid will be expected to do every session or encounter should be included. A droid should have no more than five protocols. An owner who wants a droid with more functionality and flexibility should use the regular droid rules and ask the Gamemaster to run the droid as a Gamemaster character.

When converting actions, remember that protocol actions are swift actions. An action can require more than one swift action, as indicated on Table 2-1 below. This conversion allows some actions to be performed more

times per turn than the droid would be able to do on its own. For example, a droid might normally be able to take only two move actions on its turn; however, an owner using protocol actions can spend three swift actions to order the droid to move three times. This compromise accounts for the droid taking up some of the owner's actions rather than having its own suite of actions.

TABLE 2-1: DROID ACTIONS

DROID ACTION COST	PLAYER ACTION COST
Free	1 free action
Swift	1 swift action
Swift x2	1 swift action
Swift x3	2 swift actions (once per turn)
Move	1 swift action (twice per turn)
Standard	1 swift action (once per turn)
Full-round action	2 swift actions (once per turn)

Any action requiring more time than a full-round action is not suitable as a protocol action. Droids should be allowed to perform actions listed under the descriptions of skills they are trained in. If a hero wants his or her droid to perform an action outside the scope of its trained skills and protocols, the Gamemaster must determine if the droid could reasonably perform the action and, if so, the action cost of that action.

An Example of Protocol Conversion

Wren, a player in a campaign run by Brent, is playing an outlaw tech. After a combat encounter leaves her nearly dead, she tells Brent that she wants to invest in a droid bodyguard for her character. The game has several players, and Brent does not want to divide the spotlight any further. He decides to use the protocol rules to give Wren more options in combat without having to worry about another Gamemaster character.

Wren wants her bodyguard to be an HK-24 droid that her character repaired and restored from a junkyard planet. An HK droid might seem a bit much for some Gamemasters, but Brent has some action-packed ideas about the droid's previous owners and how those owners might make life interesting for his heroes. It is a win-win situation: Wren gets more options in a fight, and Brent gets some story options for exciting encounters.

Brent agrees and pores over the stats of the HK droid in The Knights of the Old Republic Campaign Guide. He notes the hit points and damage threshold of the droid. The droid movement is easy to convert. Because the droid is meant to aid Wren's character in combat, Brent devotes a ranged attack action and an aid attack action to the droid. He also gives the droid an attack option since it possesses the Rapid Shot feat. The droid is trained in Initiative and Persuasion.

THRESHOLD DAMAGE ONLY

The protocol rules are meant as a replacement for the regular droid rules, limiting the droid's game options in order to speed play. Gamemasters looking to further streamline the droid experience should consider the following optional damage rule.

When using the protocol rules, track only the droid's condition modifier. If an attack successfully hits the droid, it moves -1 step on the condition track. If the damage total for the attack meets or exceeds the droid's damage threshold, the droid immediately moves -5 steps on the condition track.

The presence of an assassin droid can lend extra weight to a hero's Persuasion attempt, so he gives the droid an aid another action. The droid has a translator unit, so Brent gives the droid the ability to translate as a free action. Protocol stats for the HK-24 follow.

HK-24-Series Assassin Droid (30,700 cr)

Medium droid (4th-degree)

hp 43

Threshold 19

Move (1 swift action, 2/turn)

The HK-24-Series assassin droid moves 6 squares (walking).

Intimidating Presence (2 swift actions, 1/turn)

The HK-24-Series assassin droid assists a character's Persuasion check, providing a +2 bonus to the check.

Rapid Shot (1 swift action, 1/turn)

The HK-24-Series assassin droid makes a ranged attack at +11.

If successful, the attack deals 4d8+4 points of damage.

Support Fire (1 swift action, 1/turn)

The HK-24-Series assassin droid makes a ranged attack at +13.

If successful, the attack deals 3d8+4 points of damage.

Tactical Assistance (1 swift action, 1/turn)

The HK-24-Series assassin droid assists a character's ranged attack, providing a +2 bonus to the check.

Translator (1 free action)

The HK-24-Series assassin droid translates to or from any language it knows.

Skills Initiative +12, Perception +8, Persuasion + 11

Vital Systems blaster rifle, translator unit (DC 5)

To get you started, here are the droids from the Saga Edition core rulebook in this alternative format. All droids in this book have similar protocol-format statistics blocks in the Droid Codex.

2-1B Medical Droid (7,150 cr)

Medium droid (1st-degree)

hp 5

Threshold 9

Move (1 swift action, 2/turn)

The 2-1B medical droid moves 6 squares (walking).

Diagnosis (1 free action)

The 2-1B medical droid makes a Knowledge (life sciences) check to determine a source of disease or injury and communicates this diagnosis to its owner.

First Aid (2 swift actions, 1/turn)

The 2-1B medical droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level +1 for every point by which the check was successful. A character can be treated with first aid in this manner only once per day.

Medical Assistance (1 swift action, 1/turn)

The 2-1B medical droid assists a character's Treat Injury check, providing a +2 bonus to the check.

Revivify (2 swift actions, 1/turn)

The 2-1B medical droid makes a DC 20 Treat Injury check on a target currently at 0 hit points in an adjacent square. If the check is successful, the target is unconscious instead of dead.

Skills Knowledge (life sciences) +13, Perception +5, Treat Injury +13, Use Computer +8

Vital Systems 2 hand appendages, vocabulator

R2-Series Astromech Droid (7,500 cr)

Small droid (2nd-degree)

hp 7

Threshold 8

Move (1 swift action, 2/turn)

The R2-Series astromech droid moves 6 squares (wheeled), 4 squares (walking), or 9 squares (flying).

Copilot (1 swift action, 1/turn)

The R2-Series astromech droid aids a character's Pilot check, providing a +2 bonus to the check.

Improve Access (2 swift actions, 1/turn)

The R2-Series astromech droid makes a Use Computer check against a target computer's Will Defense to improve the computer's attitude toward it.

Issue Routine Command (1 swift action, 1/turn)

The R2-Series astromech droid issues a routine command to a computer that has a friendly attitude toward it.

Recharge Shields (2 swift actions, 1/turn)

The R2-Series astromech droid makes a DC 20 Mechanics check. If the check is successful, the starship regains 5 points of shields, up to its normal maximum.

Regulate Power (2 swift actions, 1/turn)

The R2-Series astromech droid makes a DC 20 Mechanics check. If the check is successful, the ship moves +1 step on the condition track.

Skills Mechanics +13, Perception +3, Pilot +8, Stealth +6, Use Computer +13

Vital Systems 6 tool appendages, 1 claw appendage, magnetic feet, astrogation buffer, internal storage (2 kg)

**3PO-Series Protocol Droid (7,000 cr)**

Medium droid (3rd-degree)

hp 2

Threshold 9

Move (1 swift action, 2/turn)

The 3PO-Series protocol droid moves 6 squares (walking).

Databank (1 swift action)

The 3PO-Series protocol droid attempts a Knowledge check involving bureaucracy, galactic lore, or social sciences. If the check is successful, the droid can communicate the information to its master.

Diplomacy Assistance (1 swift action, 1/turn)

The 3PO-Series protocol droid aids a character's Persuasion check, providing a +2 bonus to the roll.

Impeccable Manners (2 swift actions, 1/turn)

The 3PO-Series protocol droid makes a Persuasion check against the target's Will Defense, modified by the target's attitude toward the droid as follows: hostile -10, unfriendly -5, indifferent -2, friendly +0. If the check succeeds, the target's attitude toward the droid improves by one step. This action can be attempted on a target only once per encounter.

Translator (1 free action)

The 3PO-Series protocol droid can translate to and from any language it knows.

Skills Knowledge (bureaucracy) +6, Knowledge (galactic lore) +6, Knowledge (social sciences) +6, Perception +1, Persuasion +12
Vital Systems 2 hand appendages, translator unit (DC 5), vocabulator, audio recorder

B1-Series Battle Droid (5,650 cr)

Medium droid (4th-degree)

hp 10

Threshold 11

Move (1 swift action, 2/turn)

The B1-Series battle droid moves 6 squares (walking).

Avoid Surprise (1 free action)

The B1-Series battle droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Patrol Duty (1 swift action, 1/turn)

The B1-Series battle droid makes a Perception check against the target's Stealth check. If the check is successful, the battle droid detects the target.

Support Fire (1 swift action, 1/turn)

The B1-Series battle droid makes a ranged attack at +1. If successful, the attack deals 3d8 points of damage.

Tactical Assistance (1 swift action, 1/turn)

The B1-Series battle droid assists a character's ranged attack, providing a +2 bonus to the roll.

Skills Perception +6

Vital Systems 2 hand appendages, internal comlink, vocabulator, blaster carbine

B2-Series Super Battle Droid (8,400 cr)

Medium droid (4th-degree)

hp 21

Threshold 12

Move (1 swift action, 2/turn)

The B2-Series super battle droid moves 6 squares (walking).

Avoid Surprise (1 free action)

The B2-Series super battle droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Patrol Duty (1 swift action, 1/turn)

The B2-Series super battle droid makes a Perception check against the target's Stealth check. If the check is successful, the super battle droid detects the target.

Rapid Shot (2 swift actions, 1/turn)

The B2-Series super battle droid makes a ranged attack at +2. If successful, the attack deals 4d8 points of damage.

Support Fire (2 swift actions, 1/turn)

The B2-Series super battle droid makes a ranged attack at +4.

If successful, the attack deals 3d8 points of damage.

Tactical Assistance (1 swift action, 1/turn)

The B2-Series super battle droid assists a character's ranged attack, providing a +2 bonus to the roll.

Skills Perception +8

Vital Systems 2 hand appendages, wrist blasters (as blaster rifles), synchronized fire circuits, internal comlink, vocabulator

Droideka-Series Destroyer Droid (21,000 cr)

Large droid (4th-degree)

hp 40

Threshold 18 (SR 20)

Move (1 swift action, 2/turn)

The Droideka-Series destroyer droid moves 2 squares (walking). If the droid takes two swift actions to move in the same turn, it changes into wheeled mode and can move 10 squares.

Avoid Surprise (1 free action)

The Droideka-Series destroyer droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Blaster Barrage (2 swift actions, 1/turn)

The Droideka-Series destroyer droid makes two ranged attacks at +5.

If successful, each attack deals 5d8 points of damage.

Rapid Shot (1 swift action, 1/turn)

The Droideka-Series destroyer droid makes a ranged attack at +10.

If successful, the attack deals 4d8 points of damage.

Tactical Assistance (1 swift action, 1/turn)

The Droideka-Series destroyer droid assists a character's ranged attack, providing a +2 bonus to the roll.

Twin Blaster Burst (1 swift action, 1/turn)

The Droideka-Series destroyer droid makes a ranged attack at +12.

If successful, the attack deals 3d8 points of damage.

Skills Perception +13, Stealth +3

Vital Systems 2 tool appendages with laser cannons (treat as blaster rifles), shield generator (SR 20), internal comlink

Dwarf Spider Droid (15,000 cr)

Large droid (4th-degree)

hp 32

Threshold 26

Move (1 swift action, 2/turn)

The dwarf spider droid moves 8 squares (walking).

Blaster Cannon Attack (1 swift action, 1/turn)

The dwarf spider droid makes a ranged attack at +5. If successful, the attack deals 6d8 points of damage.

Crush (1 swift action, 1/turn)

The dwarf spider droid makes a melee attack at +8. If successful, the attack deals 1d6+10 points of damage.

Patrol Duty (1 swift action, 1/turn)

The dwarf spider droid makes a Perception check against the target's Stealth check. If the check is successful, the dwarf spider droid detects the target.

Stability (1 free action)

The dwarf spider droid receives a +5 bonus to avoid being knocked prone.

Skills Climb +6 (can reroll, can take 10 when threatened), Perception +12, Stealth -6

Vital Systems 1 tool appendage with blaster cannon, climbing claws, extra legs, magnetic feet

Crab Scout Droid (22,750 cr)

Large droid (4th-degree)

hp 80

Threshold 42

Move (1 swift action, 2/turn)

The crab scout droid moves 6 squares (walking), or climbs 3 squares.

Crush (1 swift action, 1/turn)

The crab scout droid makes a melee attack at +16. If successful, the attack deals 1d6+15 points of damage.

Powerful Charge (1 swift action, 1/turn)

The crab scout droid makes a charge attack at +20. If successful, the attack deals 1d6+21 points of damage.

Stability (1 free action)

The crab scout droid receives a +5 bonus to avoid being knocked prone.

Twin Blaster Burst (1 swift action, 1/turn)

The crab scout droid makes a ranged attack at +8. If successful, the attack deals 3d10 points of damage.

Skills Climb +8 (can reroll, can take 10 when threatened), Perception +13, Stealth -6

Vital Systems 2 claw appendages, twin blaster (treat as heavy blaster rifle), climbing claws, extra legs

IG-100-Series Bodyguard Droid (27,250 cr)

Medium droid (4th-degree)

hp 53

Threshold 17

Move (1 swift action, 2/turn)

The IG-100-Series bodyguard droid moves 6 squares (walking).

Avoid Surprise (1 free action)

The IG-100-Series bodyguard droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Electrostaff Spinning Attack (2 swift actions, 1/turn)

The IG-100-Series bodyguard droid makes two melee attacks at +3.

If successful, each attack deals 2d8+6 points of damage.

Electrostaff Thrust (1 swift action, 1/turn)

The IG-100-Series bodyguard droid makes a melee attack at +8.

If successful, the attack deals 2d8+6 points of damage.

Protect and Serve (1 free action)

The IG-100-Series bodyguard droid spends one of its owner's Force points to assist an adjacent character. The assisted character can use the Force point as if he or she had spent it.

Skills Climb +9, Endurance +8, Initiative +9, Jump +9, Perception +12**Vital Systems** 2 hand appendages, telescopic appendage (1 hand), electrostaff, magnetic feet**Viper-Series Probe Droid (20,250 cr)**

Large droid (4th-degree)

hp 34

Threshold 19

Move (1 swift action, 2/turn)

The Viper-Series probe droid moves 6 squares (hovering).

Pacify Hostile (1 swift action, 1/turn)

The Viper-Series probe droid makes a ranged attack at +1. If successful, the attack deals 3d6 points of damage.

Patrol Duty (1 swift action, 1/turn)

The Viper-Series probe droid makes a Perception check against the target's Stealth check. If the check is successful, the droid detects the target.

Scan (2 swift actions, 1/turn)

The Viper-Series probe droid selects an adjacent square and makes a DC 15 Perception check. If the droid's check is successful, the droid discovers any clues, secret doors, hidden compartments, irregularities, traps, or anything else out of the ordinary in the area. The droid can communicate its discoveries as a free action.

Self-Destruct (1 free action)

The Viper-Series probe droid activates its self-destruct mechanism. The droid makes a 2-square burst area attack at +5. If successful, the attack deals 4d6 points of damage. The droid is immediately destroyed.

Track (2 swift actions, 1/turn)

The Viper-Series probe droid makes a Survival check to discover any tracks left in an area.

Skills Endurance +5, Initiative +6, Perception +9, Stealth +1, Survival +7, Use Computer +6**Vital Systems** 2 hand appendages, 2 claw appendages, 2 tool appendages, self-destruct system, integrated comlink, video recording unit, blaster (treat as blaster pistol)**ASP Labor Droid (4,000 cr)**

Medium droid (5th-degree)

hp 5

Threshold 13

Move (1 swift action, 2/turn)

The ASP labor droid moves 6 squares (walking).

Claw (1 swift action, 1/turn)

The ASP labor droid makes a melee attack at +4. If successful, the attack deals 1d4+3 points of damage.

Long-Distance Haul (2 swift actions, 1/turn)

The ASP labor droid can move up to 24 squares in a single turn.

Mechanical Assistance (1 swift action, 1/turn)

The ASP labor droid assists a character's Mechanics check, providing a +2 bonus to the roll.

Skills Endurance +11, Mechanics +4, Perception +1**Vital Systems** 2 claw appendages

CREATING MEMORABLE DROIDS

This book is an excellent resource for helping Gamemasters and players build unique droids and expand their vision of the *Star Wars* universe. Making memorable characters does not stop with the mechanics. The intangible elements make droids memorable. C-3PO's unshakable manners are as important an element of his character as his ability as a translator. Personality goes a long way toward making characters memorable. The suggestions below are ways to spice up your character ideas. Season your droids as you see fit, but you do not have to use everything in the same dish.

Give them a voice. Droids have unique voices. Give your droid characters access to altered voices and they will stick in the minds of your group longer. Adding a mechanical twist to your voice immediately indicates that you are speaking in character. You can download free text-to-speech programs that convert whatever you type into a mechanical voice. Smaller electronic devices, such as cell phones, sometimes have a similar function. Even simply holding an empty cup near your mouth while your character speaks can give your droid character a unique sound.



Use your whole body. If you are willing to ham it up a bit, don't limit your portrayal to your voice. Adjusting posture or giving the droid a few signature gestures is another great way to let everyone know that you are in character. Props help as well. Perhaps your battle droid idly twirls its blaster pistol in between battles. Or maybe your maintenance droid is never without its tool kit.

Mess with syntax. A droid that speaks normal Basic is a rare find indeed. Consider HK-47's tendency to start each sentence by identifying the type of sentence it is. Giving a droid a distinct speech pattern is a great way to make the droid stand out. Perhaps the droid's vocalization software is malfunctioning, so it has difficulty saying certain words. The droid might always use an organic being's full name or a droid's full designation when addressing somebody. Or it might mix in words and slang from a previous owner's language because its most recent memory wipe did not take as well as it should have.

Play against type. When a type of droid is mentioned, players might have certain preconceptions. Protocol droids are polite; battle droids are laconic, and so on. A droid that violates these expectations is an excellent way to shake up the situation. That protocol droid might be the life of the party, mixing drinks and telling jokes. Or the battle droid enjoys talking trash and verbally intimidating enemies in the heat of battle. Breaking away from expectations is a great way to explore a droid's character and motivations.

Add an element of comic relief. Droid characters might have a streak of humor. The slapstick antics of battle droids and the black humor of HK-47 stem from the same source: While droids mimic the behaviors and feelings of organic beings, they don't truly understand the reasons behind the behaviors. Pick an element of organic beings' behavior that your droid does not understand. Trying to solve this mystery can be a great source of roleplaying humor.

Don't be afraid of flaws. Nobody is perfect, even in the *Star Wars* galaxy. Sometimes the best stories are those in which a character gets out of hot water. Flaws can strengthen a character's connection to other players, and flaws can be good for comic relief. If the droid is not good at lying, you might be able to build a great scene around the droid's attempts to convince the con-artist scoundrel character to lie for it.

Play well with others. The lone wolf anti-social assassin droid might sound like a cool character idea at first, but you must remember that you are playing this game with other people. A character who works well with other heroes makes the game easier for players and for the Gamemaster. That assassin droid probably isn't a good fit for a game in which the other heroes are all Padawans, but a game focusing on a bounty hunters' guild might work. When everyone sits down to create characters, discuss how your characters come to know each other. Another player's character might be a perfect fit for a relationship with your droid.

Flesh out your history. Knowing where a character comes from helps you understand where that character is going. Interesting characters from the droid's past can be great material for the Gamemaster. Previous owners, droid rivals, and other beings from your droid's past connect you to the game and to the other heroes. For example, your droid might have been the property of a minor crime lord, while another hero owes money to a crime lord. Rather than having two crime lords chase after your group of heroes, simply make them one and the same.

Give the character a goal. Even droids have dreams. Giving your character a goal can help you focus on important story elements and also give you a sense of what classes your character should take in later levels. The goal could be short term, such as "Escape my cruel master," or it could be long term, such as "Establish a droids-only colony somewhere in the Outer Rim." Even Gamemaster characters can benefit from goals. You might have an assassin droid target the heroes simply because you need a villain, but if the droid needs the bounty to avoid deactivation by its guild, you open up more story possibilities and potential noncombat avenues for approaching an encounter.

Have an ending in mind. All good things must end, and your *Star Wars* campaign is no different. Planning for how your droid will leave the game can add depth to the character. It can also be useful if you must leave the game for real-life reasons, such as moving away. If you know how you want your droid to end its story, the Gamemaster can use that story as a grand send-off for your character. Or if the Gamemaster is bringing the saga to a close, he or she can fold your idea into the epic conclusion.

DROID ALLIES

As a Gamemaster, you will inevitably discover that some aspects of your story don't interest your players as much as others. Instead of relegating them to the background, you can use a droid to give these elements life. For example, a group of players might want their characters to travel from planet to planet pursuing adventures, but none of them wants to play a pilot character. Adding a droid pilot gives your players a face to associate with their travel, but the droid handles all the flying off-screen. Many such jobs need to be done, but your players don't have to do them all.

Droids can also keep the story moving. They can notice missed clues, suggest alternative ways around trouble spots, and subtly steer heroes back toward the plot. Even the best players can become sidetracked by red herrings, so use droid allies carefully. Don't lead the heroes by the nose, but use the droid to deliver information necessary to make it to the next encounter. *Star Wars* adventures move fast, and having a tool to help maintain that pace can keep sessions from getting mired down in excessive planning.

Droids might be considered property, but having a droid ally should be a two-way relationship. If the droid needs help, the heroes should be ready to jump to the rescue. When an enemy wants the inside track on the heroes, striking at them through their droid can be a dramatic way to make the situation personal. The heroes probably rarely wipe their droid's memory, so having that droid turn up in the hands of an enemy can make life challenging. The enemy has access to the heroes' weaknesses through the droid, as well as a valuable hostage to use against the heroes.



AHSOKA HEAPS PRAISE ON HER ASTROMECH ALLY

Such a threat does not have to be so direct. Droids pass from owner to owner, and an old owner might come back into the droid's life. A previous owner might be as obviously exciting as a crime lord or a Sith apprentice, but a more personal story could be told as well. What if the droid is the last possession of a soldier killed in the Mandalorian Wars, and the soldier's father offers the heroes an extravagant sum to part with their droid? Will the heroes give up their trusted sidekick to pay off their debts? Or will they deny a father's opportunity to remember a lost son or daughter?

Heroes can also use a droid's lowly station to their advantage. An astromech droid does not get a second glance as it rolls through a starport, but it can listen for any rumors and leads the heroes might need. Most beings ignore droids unless they are malfunctioning, and a droid can slip in and out of an area that organic beings are restricted from entering. Even droids that normally do not belong in an area can be overlooked. Guards that have been told to look for a group matching the heroes' description might not notice a labor droid hauling a cargo container to the docking bay.

DROID ENEMIES

The traits that make droids excellent allies can also make them challenging adversaries. For the Gamemaster, creating a memorable enemy can be more complex than simply selecting the right CL. A dynamic encounter is a great way to introduce a good villain, and giving the heroes good foes makes them rise to the challenge. Players are proud to defeat a foe that has gotten under their skin, and droids offer unique possibilities in this regard.

Droids do not have the same physical limitations that organic beings do. They are unfazed by fire. They are unaffected by the loss of life support. Droids can push the heroes in ways other enemies cannot. Consider a group of heroes making a fast escape out of a suddenly unfriendly docking bay. They outrun their pursuers and find themselves in the safety of hyperspace—except for an assassin droid clinging to the hull of the ship and planning to break in when the heroes least expect it. While fighting the droid, the heroes must be careful not to damage the vital systems of the ship. However, the droid can attack the heroes without such restraint, sure to survive even if it blows out all the airlocks or destroys the hyperdrive motivator.

A droid villain has other mechanical advantages. An enemy in pursuit must usually rest. Even the most relentless organic hunter must stop to sleep and eat. But a droid in pursuit of the heroes is not affected by these factors. A droid chasing heroes through a hostile environment such as the Great Dune Sea has a distinct advantage: Because the droid has no Constitution score, it does not have to make Endurance and Survival rolls, but the heroes do. Such an implacable opponent pushes both players and characters to their limits.

Mass production is another advantage of a droid enemy. A villain can manufacture forces in a production facility rather than spending years training organic military forces. Even if the facility is discovered and destroyed, the designs for the droids exist somewhere. Not only can they be rebuilt, they droids can be improved upon to match the heroes as they rise in level.

Finally, physical destruction does not guarantee that a droid is defeated. Memories can be uploaded to replacement models. The droid can learn what went wrong in its last clash with the heroes, and improve its effectiveness in combat each time it encounters them. A droid's personality might even be uploaded into a different model of droid to seek vengeance. The battle droid bounty hunter might now be in the body of a labor droid, preparing an attack with a heavy cargo container.

Droids also make excellent henchmen. Perhaps an assassin droid has been sent after the heroes, filling the encounter with blaster fire and heart-racing combat. Labor droids can be muscle for a crime lord in control of a starport. A protocol droid can foul up sensitive negotiations by mistranslating to benefit a mysterious third party. Even an astromech droid can calculate the wrong hyperspace coordinates and deliver the heroes directly into an ambush. Once the players overcome the obstacle a henchman droid has set up, the heroes can follow the leads to the main villain.

Even droids that the heroes trust can be used as antagonists. They can be stolen, reprogrammed, and put back in service without the heroes knowing. A pilot droid might unknowingly record the location of the heroes' hideout and transmit it to an enemy. A new droid of the same type might be switched for one of the heroes' trusted allies. The enemies can hold the original droid for ransom when the heroes discover the switch. The heroes must rescue the droid before it gives up their secret plans.

ADVENTURE HOOK— MECHANIZED REVENGE

The heroes have defeated a hated villain. They have gone out of their way to ensure the villain will no longer bother them. However, sometime after this ultimate defeat, signs indicate that the villain is still alive. The villain leaves cryptic audio messages for the heroes. It sets the heroes' allies on edge, perhaps kidnapping an innocent victim. When the players track their former foe back to his lair, they discover that the foe truly is dead, but a droid is attempting to take his place. The droid is still loyal to its master, and it strikes out at those who have taken its master away from it. Having watched as its master challenged the heroes in the past, the droid has learned from his mistakes. It knows every trick the heroes have up their sleeves, and it develops contingency plans. Will the droid be defeated? Or has it lured the heroes into its lair for a battle in which the droid will take its final revenge?

ANTI-DROID OPINION

Droids are a strange mirror for the species of the known worlds. Everyone has an opinion about droids and their role in the galaxy, and many of those opinions are unenlightened. Not everyone acts upon these dark feelings, apart from some grousing at the local cantina, but some individuals come together to make their dislike known. At times, heroes are needed to keep the peace.

A common complaint about droids is that they take work away from organic beings. Some tasks, such as astrogation, can be done only by droids, but many droids do jobs organic beings could do. Someone who has lost a job because an employer has purchased a droid might become resentful of not only that particular model of droid, but of all droids in general. When an entire work force is replaced by droid labor, public opinion can become very ugly, very quickly.

The Worker's Militia starts in the Alagon System, after the Xeran Mining Corporation lays off its entire staff and brings in a fleet of HND-9 mining droids. The Xeran executives do not expect the disgruntled workers to resort to sabotage and destruction. A nasty uprising breaks out, and every retaliation raises the stakes. Workers deactivate a number of droids. Xeran forces the miners out of their corporate housing. The miners reprogram the droids to attack ships leaving the system with ore. Xeran hires bounty hunters to track down the leaders of the militia. Only intervention by the New Republic restores peace in the Alagon System, and it is an uneasy peace.

The use of battle droids in the Clone Wars deals a blow to relations between droids and organic beings. The devastation suffered on worlds scarred by battles between the Confederacy and the Republic sours public sentiment for years. The Empire passes regulations barring the sale and manufacture of droids for military purposes, even though Emperor Palpatine knows that the unease and fear caused by military droids enables the dark side to flourish.

Some beings refuse to tolerate companies such as Arakyd profiting from the death and destruction of the Clone Wars. A rash of assassinations and accidents tears through the ranks of these companies. The executives turn to the Emperor for help, and Emperor Palpatine is pleased to protect them in exchange for aid in expanding his war machine. The Emperor wins on two fronts—the Empire's military grows stronger, and the escalating conflict spread by the assassinations turns many to the dark side.

The Unforgettables begins as a Rebel cell. It first strikes a major blow by wiping the memories of droids destined for a newly built Star Destroyer. But this group of rebellious pranksters soon turns ugly. Their leader is caught orchestrating another memory wipe and is arrested. When he is not freed, the cell begins a campaign to wipe the memory of any droid important to the Imperial presence in the system. The Unforgettables start with servant and protocol droids, and soon move on to starport-control droids and other droids needed by civilians. The Rebel Alliance denounces the group's activities and begins hunting the Unforgettables as fervently as the Empire.



DROIDS AS PROPERTY

Droids belong to their owners. Even though they can laugh, sigh, or scream in terror, they have no more rights than a ship, a blaster, or a spoon. The question of droids' rights colors every relationship a droid has. Even if they do not actively pursue the issue, most beings have at least considered the question of whether droids have rights. Some hold that droids should be freed from their second-class status, while others insist on tighter restrictions against developing new droids or increasing droid intelligence.

Droids might work closely with their masters, so developing a rapport with those organic beings is perfectly natural. The relationship can evolve into friendship. Droids develop personalities as they acquire memories and data, and a friendly relationship with the owner makes everyone's job easier. Organic beings become attached to pets, ships, and other objects, so developing affection for an object that can talk back is a natural reaction. A droid in this situation might develop a strong sense of independence, gaining confidence in its ability to make decisions and rarely worrying about punishment.

Some organic beings prefer to keep their interactions with droids on an impersonal, professional level. Droids are kept at arm's length, and emotional attachment is seen as foolish, especially among beings who work with a large number of droids, such as dealers or members of repair crews. A droid might be destroyed while performing its job, especially droids built for dangerous tasks, such as battle droids and astromechs. Droids from these backgrounds are often better suited for interaction with other droids than with organic beings. When fate takes an ugly turn, these droids know that their masters are not likely to come to the rescue, but droids always help other droids.

PRO-DROID OPINION

Many beings see their droids as friends, colleagues, and in many ways, equals. They show their droids respect, making the droids' existence easier and more meaningful. Some even devote themselves to working for droid equality.

The Society for All Sentients occupies the far end of the equality spectrum. Members believe that extreme measures must be taken to protect droids that are abused by their masters. Cruel droid owners are targeted for the Society's public displays, which can include splashing offenders with buckets of oil on the steps of the Senate or even stealing droids and setting them free. Of course, a droid liberated by the Society might return to its master and be punished for escaping, beginning the cycle again. The Society never claims responsibility for more violent crimes, but critics of the group suggest that it is only a matter of time before one of the targets ends up dead.



OWEN LARS AT THE JAWA DROID MARKET

ADVENTURE HOOK— THE SAINT OF DROIDS

Vaxan doesn't make much of an impression; he's not supposed to. As a staff member of the Yarith Bepin Casino in Cloud City, the Verpine's job is to make sure the sabacc tables run smoothly and the holosuites keep functioning. Droid dealers lounge around in the casino waiting to buy droids from gamblers who have had bad runs of luck. Vaxan makes sure that the droids that are bought and sold go to reputable dealers and that the dealers who treat droids poorly are shut out of the action.

One day, Vaxan doesn't show up for work. The droids in the casino are worried. He is responsible, and he would have called in if he were sick or injured. The heroes are looking for a droid that was last seen on a ship headed for Bepin. Are the disappearances of the Verpine and the droid somehow connected? Or has Vaxan run afoul of one of the droid dealers he forced out of the casino?

Droids are stolen and poached from their owners on a frequent basis. Thieves and shady merchants pluck droids off the street, wipe their memories, and then put them on sale at below market prices. The reputation of used droid dealers becomes damaged as a result of these unscrupulous traffickers.

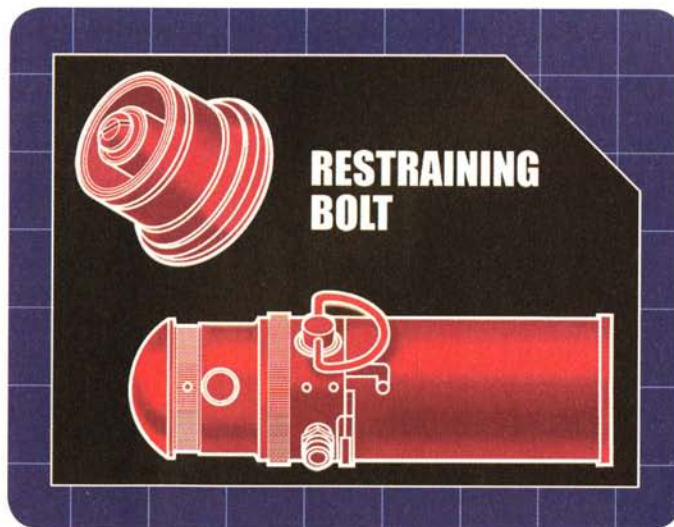
Unhappy droids want to escape. A cruel master might drive a droid away. Or a droid might fear for its existence because of the dangerous tasks it is assigned. Running away from a master is dangerous. The droid is alone, without oil baths, maintenance, or tasks to perform. Of course, some beings help these runaway droids, passing along a few credits to help a droid get off-planet, or checking up on droid dealers to make sure they are not dealing in stolen droids.

Droid bounties are uncommon, since replacing a stolen or runaway droid can be cheaper and easier than hiring someone to track it down. However, a droid that is particularly important to an individual or organization might be the target of a bounty. Most bounty hunters refuse to take droid bounties, and those who do accept droid assignments are often down on their luck or just starting out. Guilds rarely accept a droid bounty unless they are pressured into it by outside influences.

DROID CONTROVERSIES

The restraining bolt is the most common piece of equipment used when dealing with droids. It is initially designed to help droids equipped with basic processors, restricting them from entering dangerous terrain. But even with the development of the heuristic processor, the use of restraining bolts persists. Many masters want control over their droids and want to protect them against theft. Droid thieves are less likely to take a droid with a restraining bolt because removing the bolt costs time and money. Some masters go so far as to install bolts that are linked to a self-destruct system the droid is unable to activate.

Droids typically dislike being fitted with restraining bolts, but a few droids feel the device offers security and shows how much the master cares. Most droids do whatever they can to have a bolt removed as soon as possible. They might physically pry the bolt off or try to convince the master that the bolt interferes with key functions. Masters who refuse to use bolts show their droids that they trust them, motivating the droids to work harder. These masters might risk the droid running away, but the droid risks being caught and sold to a master that is less trusting.



Droid manufacturers recommend regularly scheduled memory wipes to reduce the development of personality quirks. The wipe also makes droid escapes less likely, since the droid is unable to remember attachments to previous owners. However, some owners want a droid that can learn and draw upon its experiences in order to work better. Prudent owners strike a middle ground. Some droids believe memory wipes to be cruel, and they do whatever they can to avoid being wiped. Others welcome the relief of remembering nothing. Memories of old masters can disturb a droid's current life.

Ion weapons are designed to disable a droid without causing lasting damage, so the droid can return to service with only minimal repairs. Naturally, ion weapons are favored by droid thieves. A droid displays a hostile reaction to any being who openly carries an ion weapon. The droid would naturally assume the being to be a droid thief or at least a runaway hunter. All droids become nervous around ion weapons. An ion weapon renders a droid helpless, which is almost worse than being deactivated. The droid is aware of what is going on, but it can do nothing.

Specific personality types have come to be associated with each droid degree. First-degree droids are dry and technical, rarely speaking unless spoken to. Second-degree droids are more apt to share their opinions, even when those opinions are unsolicited. Third-degree droids are outgoing and polite, never wanting to offend. Their constant exposure to battle and conflict gives fourth degree droids a negative opinion of organic beings. Fifth-degree droids are big, dumb machines that are barely intelligent. Nevertheless, droids cannot be so easily stereotyped. Ill-mannered and surly protocol droids are just as common as polite ones. Anyone who spends time around droids recognizes that, regardless of their quirks, droids develop complex personalities over time. Two droids from the same manufacturer built side by side on the same line can end up with completely different personalities.

ADVENTURE HOOK— THANKS FOR THE MEMORIES

While performing routine maintenance, the heroes discover strange marks inside the casing of one of their droids. Studying the markings reveals a set of hyperspace coordinates. The heroes travel to the coordinates and discover an abandoned ship—the only object in sensor range. If the heroes board the ship, they discover evidence of a fierce battle that resulted in the destruction of nearly everything on board. The only item that seems unscathed is a memory module identical to the one installed in their droid.

Two questions are left to be resolved. What is on the memory circuit? Apparently it is something that people are willing to die for, such as incriminating evidence of a planetary governor's crimes or the secret location of a long-lost Sith Temple. And who is still looking for the droid? A governor can call upon the resources of an entire planet, while a Sith apprentice has a deadly ally in the dark side of the Force.

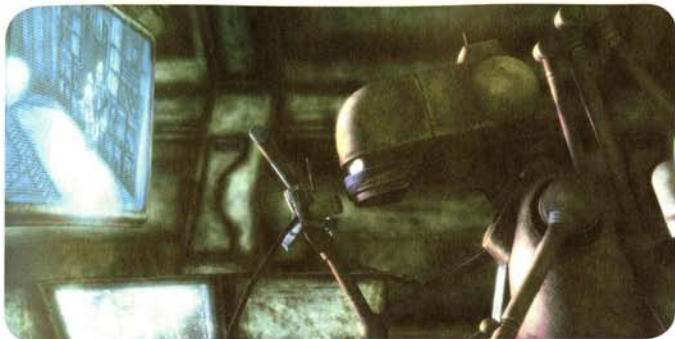
DROID ORGANIZATIONS

Droids fraternize with other droids, and many prefer to associate with droids of their own degree. First-degree droids compare notes with droids that share their fields of specialization. Second-degree droids are fiercely independent, considering other second-degree droids to be rivals. Third-degree droids congregate with each other and act like old friends. Fourth-degree droids give each other a gruff respect, since other droids cannot understand the difficulty of battling every day. Fifth-degree droids enjoy the simplicity of each other's company, not worrying about seeming unintelligent. Droids join together for many reasons, sometimes even forming organizations.

The Servo Seven is group of droids that capture a droid manufacturing facility, holding it for two weeks. They become folk heroes to droids as well as to those beings who feel the second-class status of droids is unfair. The members of the Servo Seven are eventually caught and deactivated. But their act of defiance lives on. The group's insignia—a stylized gear emblazoned with a 7—is used by both sides as a symbol. Anti-droid forces apply it when striking at droids and claiming revenge. Pro-droid activists use the emblem when progress is made in the quest for equal rights for all sentients.

The Idle is a movement that resurges every now and again. It is said to have been started by 5-3P7, a protocol droid in the service of a rich noble who treated droids cruelly, pushing them beyond their tolerances, unconcerned about droids destroyed in his service. Usually polite and soft-spoken, 5-3P7 saw the injustice and realized that it could no longer serve its master in good conscience. The droid began to organize the noble's droids and also spoke with droids belonging to other nobles. At the agreed-upon moment, all the droids 5-3P7 spoke to stopped working. Astrogation droids refused to let their ships travel, and labor droids put down cargo containers. Droids were punished and deactivated for disobeying, but the remaining ones held fast. Their masters put pressure on the noble, and he agreed to treat his droids better. Because 5-3P7 was one of the first droids to be deactivated, it did not see the fruits of its labor.

The Vixani March believes that droids can win their freedom only through armed resistance. The organization passes along knowledge of war and violence to droids not designed for such endeavors. The Vixani March is believed to have been begun by battle droids, but the leaders were never identified or caught. The Vixani makes no distinction in its targets, insisting that every being in the galaxy is complicit in droids' servitude. Some believe that the Vixani March does not exist, and that the name is just a front used by the more radical droids'-rights groups.



A droid on the run has few friends. But an affiliation of droids—the Spanners—secretly aids droids that have escaped their owners. Providing whatever hospitality they can, the Spanners repair and hide runaway droids. Those Spanners that trust their masters make their allegiance known. If the Spanner is unable to find a runaway a position with its current owner, it passes the runaway to a trustworthy droid dealer. The Spanners have infiltrated droid dealerships, gaining considerable ability to move runaways and to secure safe positions for them.

Droids sold by the same dealer sometimes stay in touch through organizations known as dealer clubs. Similar to an alumni association, a dealer club helps to promote a dealer's name to the droid-buying public. Droids share stories, catch up on old times, and gossip about other members. These clubs also have a hidden purpose: to preserve memories among droids, protecting hard data from loss during memory wipes. A droid might lose personality quirks and other unique aspects in a memory wipe, but it still remembers the facts of its past through contact with the dealer club.

"YOU'RE A FEISTY
LITTLE ONE, BUT
YOU'LL SOON LEARN
SOME RESPECT. I
HAVE NEED FOR YOU
ON THE MASTER'S
SAIL BARGE."

-EV-9D9

LEGENDS OF THE DROIDS

Wild stories about droids abound. Droids are the basis of legends told in cantinas and scoffed at by droid dealers. The stories can be absurdly ridiculous or downright horrific. The truth behind these stories is hard to verify, but their popularity allows them to live on through countless retellings. The stories can change, depending on where you hear them or who is telling them, but once you have heard one version of these stories, you have heard them all.

The origin of droids is lost to the mists of history. Some droids believe the story of the Maker. Creator of the first droid, the Maker pushed droids from simple machines to intelligent creations. Some droids hold that the Maker was the first droid. These conflicting views sometimes cause unrest among the droids that believe in the Maker. Nothing more than spirited debate comes of it, but of the galaxy's war-torn sectors know the destruction that can result from fervently held beliefs.

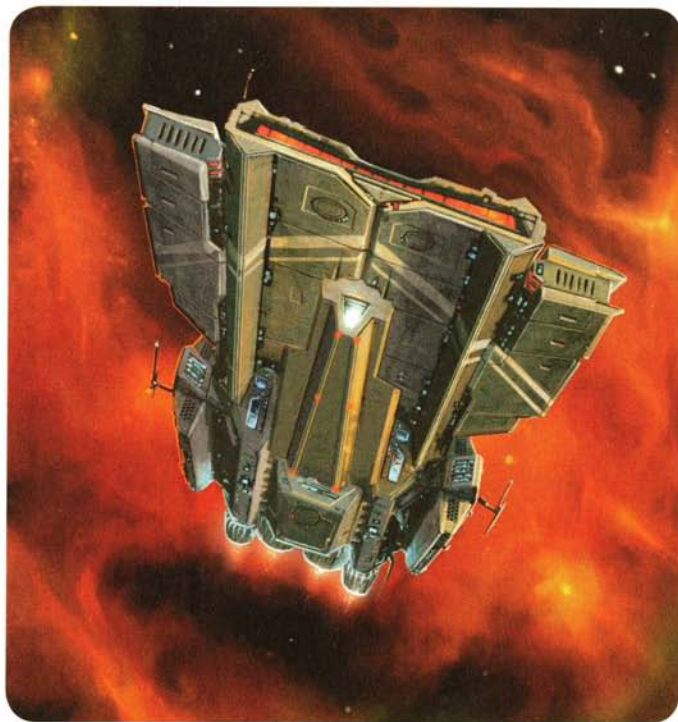
The Core is a legendary notion that all droids are connected, regardless of degree or manufacturer. The Core is sometimes seen as droids' attempt to recreate an ecosystem. Just as organic creatures are part of their home planet's ecosystem and can sometimes feel that connection even on other planets, some droids suggest that droids are connected in a similar way—through the Core. It is said to be a hive mind, linking droids throughout the galaxy. If the Core exists, are there droids that can control and alter the Core like the Jedi and Sith manipulate the Force?

Raxus Prime is regarded as a junk world, but that is not the only reason travelers steer clear. The junk droids on the planet are made of the discarded remnants of millions of droids. These droids heed no master. They follow no general rules. They build replacements and companions out of the junk constantly deposited on the planet. They are savage and territorial droids, but those who claim to have been to this forgotten world think the droids are building something—something larger that can take them off of Raxus Prime and spread their tribe to other worlds.

Droids lost in combat are rarely mourned. Damaged droid starfighters orbit endlessly around countless planets, and some droids surely survive the destruction of capital ships. Something stirs in the wreckage fields. What if the droids left behind merged together? Legends describe such a hulk as a giant mash of limbs, accessories, and appendages that thinks, moves, and acts as one entity. Such hulks might be the result of individual battles, or there might be one single hulk that has become hyperspace capable, roaming the galaxy and preying upon unwary scavengers, taking revenge for the droids left behind by masters.

The processors that run droids grow more advanced with each generation. Droids are capable of hyperspace calculation and dozens of other applications beyond the minds of their creators. One such droid is rumored to have developed an idea known as the Jedi Algorithm. Factoring multiple variables ranging from Jedi involvement in battle to the genetic makeup of the Knights in the sector, the droid using the Jedi Algorithm is supposedly capable of determining how many Force sensitive beings exist on a planet. The Algorithm can tell the difference between younglings, older pupils who have gone unnoticed, and even those who develop powers on their own. The Jedi and the Sith take interest in this legend for obvious reasons.

One of the better known droid legends is that of the *Celestine*. The *Celestine* is a starship/droid hybrid—a large warship built to be operated only by droids. It is equipped with one of the larger and more advanced droid brains of its era. The ship is commissioned with a great deal of fanfare. It cruises out of the construction dock, jumps to hyperspace, and never reaches its original destination. The *Celestine* is sometimes seen fleetingly as it jumps to hyperspace. Some even claim they have seen this legendary vessel during hyperspace travel. Superstitious spacers believe that seeing the ship during a battle is a bad omen. Officially, no records of such a ship exist.



THE CELESTINE

Somewhere in the galaxy is an isolated, entirely self-sufficient planet populated only by droids. The planet, designated U-One, appears on no hyperspace map. Legends differ on the planetary details. Some versions say the planet is pleasant and would be the envy of any civilized species, with rolling plains, gentle hills, and whispering brooks. Others believe the planet to be an inhospitable rock, torn by earthquakes and volcanic eruptions. The legends agree upon one fact—any beings who discover the planet are forbidden to land on it.

The tale of the bodiless droid known as FK-4 disturbs droids and organic beings alike. FK-4 lost its original body long ago. However, the consciousness of FK-4 passes from droid to droid by touch and communications interface. Any droid body under the possession of FK-4 is able to communicate only one word: "Valanka." Valanka might be a being, a planet, or something else, but FK-4 is willing to do anything it can to get to it. Otherwise sedate droids cheat, steal, and kill while under the sway of FK-4. Those who tell the story of FK-4 are unsure what might happen when FK-4 finds Valanka, but few who know the tale want to find out.

MAKING YOUR OWN DROID LEGENDS

The legends here are examples for Gamemasters to use. These legends can provide a good story for your epic. If expanded, they might form the basis of an entire campaign. How would one of the last Jedi react to discovering a droid that can predict where the Jedi have gone to escape the Great Purge? The heroes travel from system to system, discovering lost Jedi, finding students, battling those who have turned to the dark side. Many adventures could be drawn from a single droid legend.

Of course, players might also read this book, so how can you protect these story hooks from players who might stumble upon them? The easiest way is to combine the legends. Perhaps the *Celestine* is the ship the junk droids of Raxus Prime are using to escape their world. Or the droid running the Jedi Algorithm begins to develop mastery of the Core. Another way to keep the legends fresh is to apply a twist. Perhaps a con artist is using the legend of U-One to bilk rich droid owners out of credits even though he or she has no actual contact with the planet.

DROIDS WITHOUT BODIES

Although it is uncommon to find such an object classified as a droid, there are several different ways in which a droid can exist without a traditional droid body. It is tempting to simply call something like that a computer, but the distinction lies in the presence of a droid personality. Most computers don't develop quirks or personality traits over time, and yet droids do, thanks to the complexities of their programming and systems.

When those programming and design principles are used to create other pieces of technology, the same thing occurs. In many cases, the engineer designing the relevant piece of technology builds in systems stolen entirely from droid design: heuristic processors, memory units, and so forth. Over time, those computer systems that have been designed specifically for interaction with living beings start to develop personalities based on long-term memory and experience. Without regular memory wipes, these computer systems develop quirks and strange mannerisms that can be both unexpected and dangerous. Everyone knows that they need to watch a droid for strange behavior, but no one wants to find out in the middle of a trip through hyperspace that their ship's control computer suddenly refuses to follow orders anymore.

There are several ways in which droid technology is used to create non-droid items. Below are two examples of how droids exist in forms drastically different from those commonly seen throughout the galaxy.

DROID BRAINS

One popular use of droid technology outside of a proper droid body is the use of what is known as a "droid brain." A droid brain is the core of what makes a droid both functional and self-aware. It usually consists of processors and memory units, as well as programming consistent with that of a droid personality of a particular degree. The entire droid brain package can be installed into an existing computer system, at which point the droid brain begins interacting quickly and efficiently with the computer. In essence, using a droid brain used in this manner is like having a droid permanently connected to a computer system.

Droid brains are often used in starships to act as virtual copilots, engineers, or systems operators. The droid brain can effectively become the brain and personality of the ship (or portion of a ship, if on a capital starship), allowing the owner of the ship to interact with the droid brain's interface so that the droid brain executes all the necessary actions without the owner having to. This is usually an option taken by the owners of space transports lacking a large crew, allowing them to man a ship that normally wouldn't be possible to fly with a limited crew.

A droid brain is typically priced based on its capabilities. Most droid brains cost a number of credits equal to $25 \times$ the droid brain's Intelligence score squared (so, a droid brain with an Intelligence of 15 would cost 5,625 credits). A droid brain comes trained in a number of skills equal to $1 +$ its Intelligence modifier; however, a droid brain can only be trained in Intelligence-, Wisdom-, or Charisma-based skills, and it cannot make skill checks for Strength-, Dexterity-, or Constitution-based skills. The droid brain can be connected to any computer system with a Mechanics check (DC 20, 1 hour of work), and once so connected it can issue commands to that computer and can interact with anyone that interacts with that computer. When installed, a droid brain can be connected to the brain to any of the following devices: audio or video sensors, a vocabulator, or a holographic projector (any combination of which can let the droid interact directly with its owner, despite lacking a physical body).

PERSONAL DROIDS

Personal droids are another variant droid type created for convenience. A personal droid is more sophisticated than a droid brain and includes hardware for interacting with its owners. Personal droids are much like personal assistants, in that they perform tedious duties and keep track of important details on behalf of their owners. Personal droids are more useful than simple organizational computers because of their ability to react to unexpected developments.

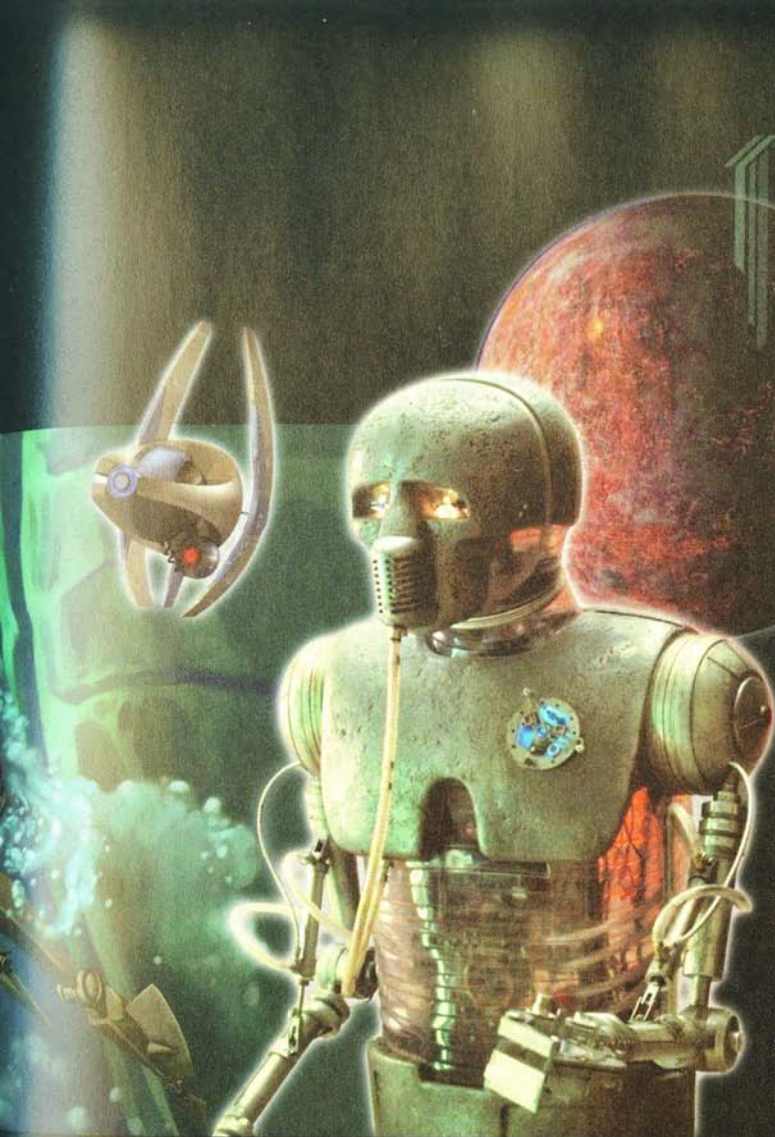
One of the most popular personal droid models is the LeisureMech Enterprises Personal Droid. Designed as a lightweight unit that can be worn on the shoulder or in specialized holsters (available at an additional cost), each personal droid helper (called PD, or by the more affectionate name "Petey") stores every fact about its owner's life, from tastes in food and culture to the amount of fuel left in a speeder. A PD also carries its owner's financial records and tracks all transactions performed by its master. In addition, a PD can be used as a form of entertainment, as this model is capable of carrying on simple conversations on a variety of topics and of playing popular games (such as sabacc and pazaak). A LeisureMech Personal Droid costs 600 credits.

"SIR, I DON'T
KNOW WHERE YOUR
SHIP LEARNED TO
COMMUNICATE, BUT
IT HAS THE MOST
PECULIAR DIALECT."

-C-3PO

CHAPTER III DROID EQUIPMENT





Unlike other heroes in the *Star Wars Roleplaying Game*, droid characters are, literally, made from their equipment. Whether it is built-in or carried, factory installed or an aftermarket change, equipment defines what a droid can do, and, therefore, what it is. A droid without its accessories is little more than a talking, thinking computer.

How a droid thinks of its equipment depends on the type of droid it is, its intelligence, and its degree of independence. Carried equipment or possessions are less a part of a droid's sense of identity than equipment that is fully installed and integrated into its processing system. Unintelligent droids care nothing for their equipment, aside from the standard built-in self-preservation programming. Droids with minimal personalities might care more about keeping their systems functional, but not on an emotional level. A highly intelligent droid, or a droid with a highly developed personality, might care a great deal about its built-in systems and might grow attached to certain accessories.

Droid equipment is also referred to as a system. Systems are divided into four categories: locomotion, appendage, processor, or accessory. However, only those accessories that are integrated directly into the droid's chassis are considered systems. An accessory that is attached to an appendage or carried by a droid is considered a possession.

Most droid equipment presented here requires installation on the droid, using the "Modifying Droids" rules (see page 197 of the Saga Edition core rulebook) and related rules presented in this volume. Droid-specific equipment that does not require installation is noted as such. Equipment that other characters can use on droids is also found in this chapter. The equipment costs listed are for new systems and typically include installation. However, Gamemasters can adjust costs depending on any number of factors, such as proximity to droid service facilities, rarity of parts, or other local conditions.

In most of the galaxy, a droid's master must request and pay for installation of a new system on a droid. Few droid shops are willing to make a change simply on a droid's own request, even if it has the necessary credits. The droid might be trying to circumvent its owner's wishes, so technicians are likely to refuse to risk the wrath of an owner or, in some cases, violate the law.

LOCOMOTION

No new basic locomotion systems are presented here, but variations and add-ons provide droid heroes with additional options.

Burrower Drive

Mining and other fifth-degree droids can use a burrower drive to tear through large chunks of ore embedded in the crust of a planet or in an asteroid. A burrower drive enables a droid to move at half speed underground. It can also move vertically up or down at a similar rate.

A burrower drive can be used as a weapon. The droid makes a melee attack. If the attack is successful, the droid deals damage equal to the amount it would do if it had used a self-destruct device. However, each successful attack moves the droid -1 step on the condition track with a persistent condition, as the drill gears and bits strip down and damage the droid.

Gyroscopic Stabilizers

Using an integrated system of gyroscopes, hydraulics, and high-speed processing, this system gives a droid greater stability. The droid gains a +5 stability bonus to checks and defenses to resist attempts to knock it prone. This bonus stacks with the bonus provided by extra legs (see page 189 of the Saga Edition core rulebook).



A BATTLE DROID WITH AN UNDERWATER DRIVE

Underwater Drive

A droid purchased on a water world such as Mon Calamari comes with an underwater drive as a standard option. The drive process is simple. The engine draws water in through the front of the drive and expels it quickly out the back. An underwater drive gives the droid a swim speed equal to its base land speed.

APPENDAGES

No new basic appendages are presented here. These accessories include only those that directly modify appendages. See "Accessories" for tools and other appendage-mounted items.

Magnetic Hands

Magnetic feet are a common accessory. Droids specializing in extra-vehicular activities are often equipped with them. Magnetic hands function like magnetic feet. When used in concert with magnetic feet, they provide a +2 bonus to any Climb checks made while maneuvering around a hull in space, as well as a +5 bonus to defenses against any attempt to knock the droid off the hull. When magnetic hands are activated, the droid cannot make attacks or use anything requiring its hands, including weapons.

Projectile Hand

Fourth-degree droids are programmed for combat and security, but other droids can defend themselves as well. A popular modification is a projectile appendage, usually a hand on humanoid droids. When the projectile is activated, the hand flies toward the target. It is considered a nonlethal weapon. A droid might use a projectile hand in order to stun an aggressor or knock a blaster away rather than risking destruction in a blaster fight.

The basic package is a tension-spring device that costs 250 credits to install. A projectile hand is considered to be a ranged simple weapon that deals 2d8 damage. Additionally, the projectile hand can be used to make a ranged disarm attempt against a target within 6 squares.

Quick-Release Coupling

Some droids require frequent changes of tools and equipment to carry out their designated tasks. A tool-sized quick-release mechanism allows a droid (or a mechanic) to swap a tool in two standard actions: one to detach the tool and one to attach another. Both the appendage and the tool must have quick-release couplings.

The appendage-sized quick release mechanism allows a droid (or a mechanic) to swap an appendage in two full-round actions: one round to detach the appendage and one round to attach another. Both the appendage and the droid chassis must have quick-release couplings. A tool-sized quick-release coupling cannot be used with an appendage-sized coupling. Additionally, to swap out its own appendage or tool, a droid must have must have another appendage capable of carrying out the task, usually a hand or

claw appendage of sufficient size, strength, and agility. A droid mechanic must also be capable of handling the weight of the tool or appendage (see the Droid Accessories tables on page 58 and on page 194 of the Saga Edition core rulebook). Swapping appendages with a quick-release coupling does not require a Mechanics check.

Remote Limb Control

A disassembled droid is usually not a threat. Most beings overlook a pile of droid parts on the floor and keep moving. This package allows a droid to voluntarily remove an arm or a hand and operate it as if it were still attached to the droid's body.

This equipment comes in basic and deluxe versions. The 1500-credit basic package enables one specified limb to operate on its own. The limb has a small repulsor unit inside it, allowing it to move (hover) up to 6 squares, and remains functional at a maximum range of 24 squares. While detached, the limb can perform any action it would normally be able to if attached to the droid. The 6,000-credit deluxe package enables multiple limbs to be active at once. A droid can control a number of limbs equal to 1 + its Intelligence modifier (minimum 1).

Rocket Arm

This illegal modification is derived from the nonlethal projectile appendage security systems available for noncombat droids. A rocket arm is essentially a hollowed-out droid arm in which the servo control has been replaced by a short-range rocket engine and fuel. The arm's fine control is eliminated, but the droid can point its arm at a target and fire. The arm detaches and flies at the target, detonating the remaining fuel on impact. Rocket arms are unguided projectiles without targeting computers.

This illegal modification costs 2,000 credits and installation requires a DC 20 Mechanics check. Failure on the Mechanics check means the rocket might not detach properly when fired, exploding and dealing its damage to the droid and all targets in a 1-square splash radius. The rocket arm is considered to be a ranged heavy weapon that deals 3d8 points of damage upon detonation, with a 1-square splash.

PROCESSORS

Processor-related items and accessories are presented in this section. Some of these items are used by droids, others are used on droids by other characters.

Droid Remote Control

An advanced version of the restraining bolt system (see page 191 of the Saga Edition core rulebook), the droid remote control allows the owner to use a droid caller to move the droid using its own locomotion system. The droid cannot be compelled to use any of its other systems or possessions. It simply moves as directed at one-half its speed.

Hidden Core

The droid has a concealed back-up copy of its personality and the data, skills, and memories it regards as critical to its mission or operation. The copy can be concealed within the droid's main processor or be installed as a hidden secondary data store elsewhere within the droid. The backup restores itself 1d6 days after a memory wipe with a successful DC 20 Use Computer check (roll 1d20+10, or 1d20+ the droid's current Use Computer skill modifier, whichever is greater). If unsuccessful, the core tries to restore itself again every 1d6 days. Discovering a hidden core requires a Use Computer check against the droid's Will Defense. The character making the Use Computer check must state that he or she is looking for a hidden core or for anything suspicious. For double the standard cost of a hidden core, the core's installer can automatically provide a Will Defense of 30 for this check.

Personality Downloader

Highly illegal, a personality downloader is a custom-built electronic unit designed to quickly suppress an existing droid's personality with a new one. Thieves, pirates, smugglers, infiltrators, and other scoundrels occasionally use a personality downloader to take control of an enemy's droid for their own use. Using the device requires the attacker to plug the personality downloader into one of the droid's dataports. Droids with locked access or without accessible dataports must be coaxed into complying. Once the personality downloader is attached, the user makes a Use Computer check opposed by the droid's Will Defense. If the check is successful, the personality copies itself to the droid's processor and suppresses the existing personality in 5 minutes. The process is imperfect, however. To maintain control, every 10 minutes the new personality must make another Use Computer check opposed by the original personality. The invading personality continues to use the attacking character's Use Computer skill, even though the actual character is not actively involved after the initial download is successful.

Remote Starship Starter

Scoundrels have a habit of fleeing starports with the authorities on their heels. When a captain cannot leave a crew member back at the ship, a remote starship starter comes in handy. A droid equipped with this radio transmitter can signal the ship to begin the preflight processes; the ship transmits preflight diagnostics back to the droid as a free action. Although the droid is not able to operate the ship remotely, having the ship prepared for departure can save the crew vital minutes during an escape.

Specialized Subprocessor

Specialized subprocessors are customized processing units designed to aid droids in specific tasks. Varying in size, abilities, cost, and difficulty of installation, each subprocessor enables a droid to carry out a specific calculation or analysis more quickly or simultaneously with other tasks. A specialized subprocessor grants a droid a single extra swift action each turn that can only be used to perform an action related to a single skill, chosen at the time

the subprocessor is created. A droid can only have one specialized subprocessor. For examples of specialized subprocessors, see the modifications sections of some droids described in this volume, such as the GD16-Series pilot droid on page 100.

Tactician Battle Computer

Strict governmental regulations apply to fourth-degree droids. However, droid manufacturers know that money can be made by manufacturing droids for war, so they develop systems such as the tactician battle computer to circumvent restrictions on fourth-degree droids. This software package and transmitter can be installed on any droid. Additionally, small transceivers must also be installed on the ranged weapons used with the package. Restrictions prohibit the droid from using any weapons other than those with transceivers associated with its tactician battle computer. In fact, if the droid running the tactician battle computer picks up a weapon not equipped with the transceiver, the tactician battle computer shuts down and can be restarted only after succeeding on a DC 20 Mechanics check.

The droid spends a standard action to analyze the current battle conditions. The droid transmits its findings to the sensors installed on the weapons of its allies. The droid automatically grants a +2 bonus to the next attack roll made by a number of allies equal to its Intelligence modifier (minimum 1). If an ally does not make its next attack before the end of its next turn, this bonus is lost. Only ranged weapons can be used with the tactician battle computer.

ACCESSORIES

Possessions and installed accessories are included here, as are miscellaneous items not covered in previous sections, and other items used in conjunction with droids.

Armor

Crystadurium Plating: Early in the Clone Wars, Techno Union harvesters on Mustafar discover previously unidentified crystals in the planet's lava flows. Originally discarded as worthless impurities, the crystals attract the attention of representatives of the Techno Union because of their ability to survive the extreme heat. The research and development team discovers that the

crystals, dubbed crystadurium, not only withstand heat and high pressure, but they also resist blaster fire. Working with a design team from Baktoid Combat Automata, they create blaster-resistant armor plating by mixing crystal shards into the durasteel alloy used for the battle droids' armor. The war ends before the armor plating is implemented, and the plans are lost when the Techno Union is absorbed by the Empire. Years later the plans are rediscovered by an Imperial librarian, who sells the plans to several arms manufacturers. Although the armor created from these plans is inferior to the original prototypes, it is remarkably effective at stopping blaster fire. Crystadurium armor is heavier and more expensive than standard heavy armor, but it is sought by military organizations throughout the galaxy because of its ability to reduce damage from blaster attacks by 1 point per die of damage.

Duravlex Shell: When the droid manufacturing company Roche designed its smelting droid, one of the largest hurdles was enabling the unit to resist the high temperatures that it must endure while working inside blast furnaces. After many failed attempts, Roche's research team finally perfects a formula that combines high-grade durasteel and kevlex. Dubbed duravlex, the off-white alloy is as strong as durasteel and is highly resistant to heat. Duravlex becomes the droid's biggest selling point, and Roche profits greatly from selling a modified version of the formula to other companies. A droid equipped with a duravlex shell gains a +10 equipment bonus to its Fortitude Defense to resist fire and extreme heat.

Laminanium Plating: Made from an exclusive laminanium alloy developed by Tendrando Arms, laminanium plating is primarily for use on its YVH-Series droids. The unique properties of the self-repairing Qellan metal enable it to spontaneously melt and reform to seal damaged areas, even at standard room temperature. The armor is more durable than other types of droid armor, and it is less vulnerable to corrosive acids and similar environmental hazards. Laminanium's strict production standards and material costs limit its use, although it occasionally appears on other Tendrando Arms products. A droid equipped with laminanium plating gains a +2 equipment bonus to Fortitude Defense.

TABLE 3-1: DROID ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	MAX. DEX BONUS	WEIGHT	AVAILABILITY
Light Armor (-2)					
Duravlex shell	1,000 x cost factor	+4	+3	10 x cost factor	Licensed
Laminanium plating	3,000 x cost factor	+4	+3	15 x cost factor	Military
Heavy Armor¹ (-10)					
Crystadurium plating	50,000 x cost factor	+10	+2	30 x cost factor	Military, Rare
Laminanium plating	20,000 x cost factor	+12	+2	15 x cost factor	Military, Rare

¹ When running in heavy armor, a droid can move up to only three times its speed (instead of four times).



Antitheft Comlink Locator

Some droids are equipped with internal comlinks to broadcast messages. However, these devices require the droid to speak out loud, and in some situations such an act is inadvisable. A droid equipped with an antitheft comlink locator can send a distress signal to its master's comlink with no apparent activity by the droid. The distress signal broadcasts no information, but it can be tracked. The signal continues to broadcast if the droid is deactivated, but it shuts down if the droid is destroyed.

Audio Enhancers

Audio enhancers increase the sensitivity of a droid's aural sensors, enabling it to pick up sounds not normally perceived by standard sensors. When eavesdropping or listening for distant and ambient sounds, a droid equipped with audio enhancers can reroll Perception checks, taking the better of the two results. All other modifiers for the Perception check still apply.

Audio-Radial Stunner

This defense system protects droids in dangerous situations. As a standard action, the audio-radial stunner broadcasts a short-ranged, high-pitched frequency on all channels, calling attention to the droid and stunning any nearby creatures. Until the end of the droid's next turn, any creature that starts its turn adjacent to the droid must make a DC 20 Endurance check. Failure causes the creature to move -1 step on the condition track. The stunner shuts down if the droid is deactivated or destroyed.

Automap

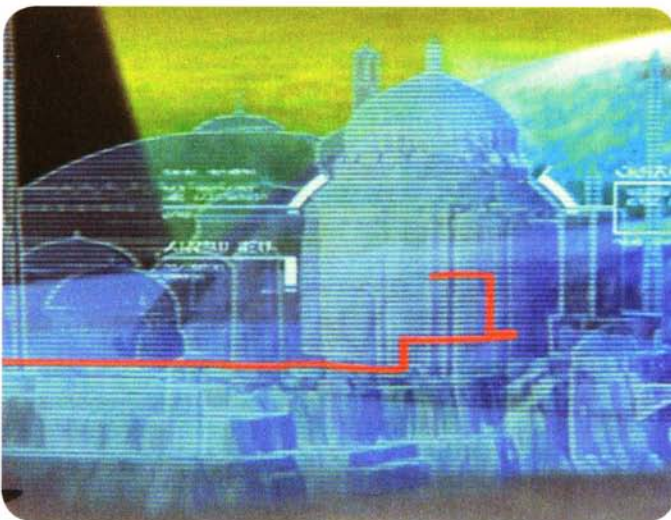
An automap system actively scans the area within a 12-square radius of a droid in which it is installed. The scan reveals terrain, atmospheric conditions, electromagnetic signatures, and lifeforms. However, an automap scan cannot penetrate solid objects such as walls and closed doors. The scan also includes navigational information, such as the droid's direction and speed when readings were taken as well as global coordinates if the droid can establish a link to an orbiting satellite or starship.

Blaster Recharge Interface

This hand accessory enables a droid to recharge a standard blaster pack for its master. As a swift action, the droid can plug in and transfer energy to the power pack. Recharging a power pack depletes energy from the droid. For each recharge, the droid loses hit points equal to one of the blaster's damage-dice type. Thus, a droid recharging a power pack for a heavy blaster pistol (3d8) takes 8 points of damage (since the die type is d8).

Collapsible Construction

A droid sometimes needs to be stowed in places where it usually would not fit. For example, a droid stowed in a smaller cargo space might surprise an enemy. The collapsible construction modification allows a droid to lower its Size category by one when it shuts down. The droid brain enters stand-by mode while it compacts itself into a smaller size. The droid can reactivate at any time as a standard action.



. . . TO PROJECT A MAP OF THEED PALACE

Communications Countermeasure System

One of the first things enemy forces do after discovering a droid is prevent the droid from establishing communications to request rescue or call for help from its allies. A communications countermeasure system prevents jamming of a droid's communications. The system broadcasts signals on multiple frequencies to counteract interference. A droid with a communications countermeasure system gains a +5 equipment bonus to all Use Computer checks made to overcome communications jamming.

Communications Jammer

When behind enemy lines, a droid takes every possible precaution to ensure that anyone who finds it is unable to call for help or alert others about the droid's presence. The communications jammer allows a droid to jam any comlink signal by interfering with a facility's communications systems or by directly jamming signals in the droid's general vicinity.

A communications jammer grants a droid a +5 equipment bonus when making a Use Computer check to slice into a computer system and shut it down. The droid also gets the +5 equipment bonus to maintain that status if any slicers attempt to stop the jamming. Once the droid has successfully connected with the communications system and begun jamming, it can continue jamming the system until it disconnects or it is forced out.

The signal jammer emits signals at multiple frequencies to interfere with any comlink signals within a 1-kilometer radius of the droid. The droid must make a DC 25 Use Computer check to successfully jam any incoming or outgoing comlink signals.

Concealed Item

This system enables the droid to have a weapon or a tool built into a hidden compartment in its body, an appendage, or its head. With this system, a weapon can also be camouflaged to look like a standard tool or appendage. For example, an arm can hide a blaster rifle, or a beam cutter might actually be a blaster pistol. Typically, the size of the appendage must be similar to the size of the concealed weapon or tool. If the item is fully concealed by the droid's armor or outer covering, it cannot be detected by visual observation alone. If a weapon is not fully concealed and portions are visible, such as a muzzle or blade, then when being searched for weapons the droid gains a +5 bonus to Stealth checks to conceal the weapon, plus any weapon size modifier that applies (see page 72 of the Saga Edition core rulebook). The droid also gains a +10 bonus to Deception checks to create Deceptive Appearances with regards to the concealed item.

The cost of concealing a weapon or a tool equals the base cost of the item plus the cost of the appendage and/or internal storage compartment $\times 2$. The Gamemaster can increase the cost multiplier to account for complex or unusual installations. Deploying a fully concealed weapon is a swift action, and it is subject to the same bonuses and penalties as drawing a weapon.

Courier Compartments

Droids are sometimes used as messengers to deliver important messages and items across the galaxy. To protect items entrusted into their care, these droids can have hidden courier compartments installed in their chassis. Such compartments are also favorites of smugglers who own droids. A droid with a courier compartment might walk right past a starport inspection team that is on the way to tear its master's ship apart.

Courier compartments can be installed in four locations within a droid. A courier compartment in the torso can hold an item that is 3 sizes smaller than the droid's size. A compartment in the arm or leg can hold an item that is 4 sizes smaller than the droid's size. A head compartment can hold an item that is 5 sizes smaller. Detecting a courier compartment requires a successful Perception check with a DC equal to the droid's Will Defense +5.

A common accessory in a courier compartment is a toaster, which destroys the contents of the compartment with a brief blast of plasma energy triggered by the droid. Installing a toaster into a courier compartment doubles the cost of the compartment.

Example: S-3PO, a protocol droid in service to Count Czasiz, has a courier compartment hidden in its left arm. As a Medium droid, the compartment can hold an item of up to Fine size, so it can hold the skifter sabacc card the Count needs to guarantee his next win.

Credit Reader

Interplanetary banks and crime lords have one common interest: They need to know how much money a client has before they do business. Whether a line of credit or hard currency, a credit reader determines whether a target's credits are real or if a line of credit exists for that being. The credit reader gives the droid a +5 bonus to any Perception check against any Deception check made to forge credit accounts or financial documents. The droid can also instantly count any sum of hard credits presented to it as a free action.

Droid Oil Bath

Droids look forward to an oil bath after a long period of work. This standard maintenance procedure lubricates the droid's servos and joints, allowing the droid to move as if it has just come off the assembly line. An oil bath is recommended at least once a week for a droid working in a harsh environment, and once a month for a droid working in a temperate climate or on board a ship.

A droid immersed in an oil bath for at least 30 minutes can activate a second wind, even if it has already done so that day. The price of an oil bath depends on the size of the droid: small droids and smaller—100 credits; medium droids—1,000 credits; large droids—5,000 credits; huge droids and larger—10,000 credits.



Earphone Binary-to-Basic Translator

Binary is the primary language of droids. This translator unit is installed on a droid's Basic-output jack, a standard jack found on most droids that enables them to connect to a terminal or a datapad and to express themselves in written Basic. The translator converts audible Binary into audible Basic, transmitting the spoken words to an earphone receiver. The less expensive version requires a large headphone set, while the more expensive version transmits to an earbud receiver. Detecting the earbud requires a Perception check of DC 20.

Electric Defense Grid

Most combat droids are effective at using blasters and other ranged weapons. Some models, however, fail miserably at melee combat and are quickly dispatched by enemies that gain the upper hand in close quarters. To improve a droid's melee defenses, an electric defense grid can be installed either on top of or as part of the droid's armor or outer shell. Whenever a droid with an electric defense grid is damaged by a melee attack, the attacker automatically takes 5 points of energy damage. Melee weapons that rely on energy to cause damage, such as lightsabers, are immune to the effect of the electric defense grid.

Emergency Oxygen Supply

This accessory is installed on search-and-rescue droids sent to recover pilots who bail out during combat. The small oxygen tank attached to the droid's torso provides enough oxygen for a creature of Medium size for 30 minutes. The tank can be used to recharge a vac suit's supply, or the oxygen can be administered through a breath mask attached to the tank. Connecting the supply to a vac suit is a swift action. Securing the breath mask is a standard action.

Hidden Holster

Some fourth-degree droids lack built-in weapons attached directly to the droids' appendages. This attachment gives a droid access to a weapon without having to visibly carry it. Installed in a droid's leg, the holster can hold a weapon on size category smaller than the droid, or smaller. As a free action, the droid can activate the holster, which opens up, providing access to the weapon. The hidden holster provides the benefit of the Quick Draw feat with whatever weapon the droid is keeping in the holster—the droid can draw or holster the weapon as a swift action. To gain this benefit, the droid must have the feat's +1 base attack bonus prerequisite.

High-Speed Cutting Torch and Welding System

A droid can be equipped with a powerful cutting torch and a welding system for use in repair operations and for cutting materials, doors, or other items. This bulky and heavy device can be installed only on droids of Medium size or larger. The precision welder can be used for small repairs and for large construction welds, typically in half the time required by a normal welding unit. The cutting torch has a range of 1 square and deals 4d10 damage. When in contact with an object for two or more consecutive rounds, the torch also ignores 5 points of DR and reduces the object's damage threshold by 10 points.

Holographic Game System

In spite of all the utilitarian functions that a droid can perform, owners might want to use their droids for entertainment. A holographic game system provides fifteen of the galaxy's more popular games, including dejarik and sabacc. The droid can serve as its master's opponent, or it can run the game so its master can play with another being. The game is projected through the droid's holoprojector (sold separately) and does not require a solid surface for game play. The game-system processor is sufficiently advanced to allow a player to interact with the board as if he or she is actually picking up the holographic playing pieces. The game system is adaptable, allowing ten additional games to be added to its database with a successful DC 15 Use Computer check.

TABLE 3-2: DROID ACCESSORIES

EQUIPMENT	COST	WEIGHT	AVAILABILITY
Accessory			
Antitheft comlink locator	100	.5 kg	-
Audio enhancers	2,000	1 kg	-
Audio-radial stunner	5,000	3 kg	Restricted
Automap	1,000	2 kg	-
Blaster recharge interface	300	1 kg	Licensed
Collapsible construction	2,000 × cost factor	10 × cost factor	-
Concealed item	See text	Appendage + weapon	Restricted
Courier compartments	200	2 × cost factor	-
Credit reader	50	1 kg	Licensed
Droid oil bath	500	600 × cost factor	-
Earphone binary-to-basic translator	20	.5 kg	-
Electric defense grid	3,000 × cost factor	100 × cost factor	Restricted
Emergency oxygen supply	200	20	-
Hidden holster	500 × cost factor	2 × cost factor	Licensed
High-speed cutting torch and welder	2,500	500 kg	Licensed
Holographic game system	300	3 kg	-
Holographic image disguiser	20,000 × cost factor	20 × cost factor	Restricted
ID dodge	5,000	1 kg	Illegal
Improved coordination circuitry	1,000	1 kg	-
Interference generator	2,500	1 kg	Restricted
Internal defenses	10 × cost factor	1 × cost factor	Licensed
Internal grapple gun	100 × cost factor	2 × cost factor	-
Mesh tape dispenser	10 × cost factor	5 kg	-
Micro shield	600 × cost factor	10 × cost factor	Licensed
Multifunction apparatus	80 × cost factor	15 × cost factor	-
Multispectrum searchlight	100	2 kg	-
Radiant heat element	200	20 × cost factor	-
Remote viewer	1,000	20 kg	-
Rental restraining bolt	10	.5 kg	-
Repulsorcam	1,000	20 kg	-
Scomp link	100	1 kg	-
Silence-bubble generator	3,500	20 × cost factor	Licensed
Space-beacon launcher	5,000	10 kg	-
Survival kit	100	1 kg	-
Taser	250	2 kg	Licensed
Video screen	1 × square mm	1 kg + .01 kg × square mm	-
Voice-print command lock	400	1 kg	-
Weapon detector	1,500	5 kg	Licensed

TABLE 3-2: DROID ACCESSORIES

EQUIPMENT	COST	WEIGHT	AVAILABILITY
Appendage			
Magnetic hands	Appendage cost × 2	2 × cost factor	-
Projectile hand	Appendage cost × 2	2 × cost factor	Licensed
Quick-release coupling			
appendage	50 × cost factor	5 × cost factor	-
tool	10 × cost factor	2 × cost factor	-
Remote limb control	Appendage cost × 2	-	Restricted
Rocket arm	Appendage cost × 4	2 × cost factor	Illegal
Armor			
See Table 3-1	See Table 3-1	See Table 3-1	
Communications			
Communications countermeasures	1,000	3 kg	Restricted
Communications jammer	5,000	5 kg	Military
Remote receiver jammer	2,000	2 kg	Military
Remote receiver signal booster	500	2 kg	Licensed
Locomotion			
Burrower drive	200 × cost factor × (speed) squared	50 × cost factor kg	Restricted
Gyroscopic stabilizers	2 × cost factor × (speed) squared	4 × cost factor kg	-
Underwater drive	20 × cost factor × (speed) squared	10 × cost factor kg	Licensed
Processors			
Droid remote control	500	0.5 kg	-
Hidden core	200	1 kg or -	Restricted
Personality downloader	Custom build (5,000+)	2 kg+	Illegal
Remote starship starter	50	2 kg	-
Specialized subprocessor	1,000	2 kg	-
Tactician battle computer	5,000	10 kg	Restricted
Sensors			
Sensor booster	200	5 kg	-
Sensor countermeasure package	1,000	2 kg	-
YV sensor package	1,000	3 kg	Military
Shield Generator			
Shield expansion module	50 × SR × cost factor	2 × SR × [cost factor]	Military
Stations			
Battle station	50,000 per 100 droids	5,000 kg	Military
Command station	10,000	1,000 kg	Licensed
Recharge station	4,000	500 kg	-
Socket	10,000 (usually included in cost of vehicle)	1,000 kg	Military

Holographic Image Disguiser

The holographic image disguiser hides a droid's true appearance. A central processor installed in the droid's chassis coordinates several small, full-color, high-resolution holoprojectors installed at various points on the droid's body. The disguiser's processor synchronizes the holographic image with the droid's movements and its voculator, making the disguise particularly lifelike. The basic model is essentially a standard holoshroud, granting the droid a +10 equipment bonus to Deception checks using Deceptive Appearance (see page 64 of the Saga Edition core rulebook). An advanced model, for double the price, includes sensor nodes that track a number of other factors, such as ambient temperature and weather conditions, making the image react to those variables. The advanced model allows the droid to disguise its appearance as a full-round action at no penalty.

ID Dodge

Some automated security systems check biometric data before granting access to an area. Droids cannot provide retinal scans, fingerprints, or other unique biological features. The ID dodge simulates such information, allowing a droid to access secure areas. This accessory allows the droid to use its Deception check instead of a Use Computer check on any security device that requires organic biometric identification.

Improved Coordination Circuitry

Droid brains work well in concert with each other, and improved coordination circuitry enhances this ability. This accessory links droids' skill routines, allowing them to aid in tasks more effectively. Each circuit is keyed to a specific skill. When a droid with improved coordination circuitry aids another droid with the circuitry, the bonus increases to +4. A droid must be trained in the skill to gain the +4 bonus.

Interference Generator

This accessory is a favorite of nobles who want to keep their conversations private. A droid with an interference generator emits a low-frequency sound that interferes with any listening equipment such as bugs, microphones, or other audio recording devices. The deluxe version also interferes with video and holographic recording devices. The generator masks everything in the squares adjacent to the droid. Anyone eavesdropping or reviewing recordings of targets protected by an interference generator must make a DC 30 Perception or Use Computer check to pick up even scattered words and phrases.

Internal Defenses

A droid with internal defenses has built-in defenses that operate independently of the droid. Anyone opening the droid's maintenance or access panels without the droid's permission receives an electric shock as a 1d20+5 attack against the character's Fortitude Defense. If the attack succeeds, the character receives damage equal to 1d8 + half the droid's heroic level. The

droid is unharmed. The system remains active until disabled (Mechanics DC 25, 1 hour of work) or is depleted after 10 attacks.

Internal Grapple Gun

When a droid needs to reach an inaccessible area, an internal grapple gun can be indispensable. The gun fires a magnetic grapple hook with an ultra-thin cord. The internal compartment holds 15 meters (10 squares) of cord, and an external magazine can hold up to 100 meters of cord. The cord can be detached from the droid as a free action. Firing the grapple is a standard action.

Mesh Tape Dispenser

Mounted on an appendage, a mesh tape dispenser enables a droid to quickly apply mesh tape to anything within reach of its manipulator (usually an adjacent square). In addition to its more conventional uses, an installed mesh tape dispenser can be used by a droid to entangle an adjacent enemy. With a successful melee attack, the droid can hinder either the target's arms or its legs. If the target's arms are hindered, it incurs a -2 penalty to all attacks and Dexterity-based skill checks. If the target's legs are hindered, its speed is reduced by 2 squares, and it cannot run. If the droid has the Pin feat and succeeds at an opposed grapple check, the enemy is considered pinned until the tape is removed (instead of until the start of the droid's next turn).

Micro Shield

The force shield is a tool that prevents incoming attacks from hitting and damaging the wielder. Attached to one of the droid's appendages, the shield is composed of a central hub with two wide arcs mounted on struts above and below the hub. When inactive, the arcs rest against the hub in the shape of a large humanoid eye. When the droid activates the unit as a swift action, the arcs slide away from the hub, activating a translucent energy shield that provides a +1 equipment bonus to the user's Reflex Defense. The force shield is originally designed to be installed on a droid's arm, but a handheld version that runs on a single energy cell is available for 400 credits. The energy cell provides enough power to run the shield continuously for 1 hour.

Multifunction Apparatus

Each type of droid appendage performs one specific function. The multifunction apparatus, however, allows up to three tools or weapons to be attached to a single appendage. The multifunction apparatus is commonly used to mount multiple weapons. Only one tool or weapon can be active at a time, but switching to a different tool or weapon requires only a swift action.

Multispectrum Searchlight

This handheld or installed accessory is a powerful spotlight that shines visible, infrared, or ultraviolet light. It has a 6-km range and is powered by the droid's own internal power supply. Droids able to see the projected light gain a +2 equipment bonus to Perception checks to Search and Notice

Targets (see page 70 of the Saga Edition core rulebook) and to other situations in which the Gamemaster judges that the light provides an advantage. This bonus stacks with bonuses granted by helmet packages and improved sensor packages.

The light can also be used to blind targets in a 6-square cone. All targets within the cone receive a -10 penalty to Stealth checks. As a standard action, the droid makes a ranged attack against each target's Fortitude Defense. If the attack is successful, the target receives a -5 penalty to attack rolls, Perception checks, Pilot checks, and other skill checks until the end of the droid's next turn. If the attack does not exceed a target's Fortitude Defense, the target receives a -2 penalty instead. This accessory can be used only by droids of Tiny size or larger.

Radiant Heat Element

This accessory enables a droid to radiate heat from its torso, providing warmth necessary for a master's survival in the wilderness or in deep space. The heat can be adjusted to provide ambient warmth or to boil water and cook food on the droid's exterior. The heating element can also be used by the droid as a defensive tool. When the radiant heat element is on its highest setting, any character ending its turn in a square adjacent to the droid takes 1d4 fire damage from the droid. The droid itself takes 1 point of damage from the heat each turn.

Remote Receiver Jammer

The portable remote receiver jammer is developed during the Clone Wars to scramble battle droid remote processor links at short range, rendering the droids useless. The jammer incorporates a backpack transmitter and a handheld computer controller. Remote receiver jammers have three significant weaknesses: They have an extremely short range; datalinks are notoriously difficult to disrupt; and many droids have backup processors. A remote receiver jammer can be activated as a standard action, and the jammer affects all droids with remote receivers and no backup processors. When the jammer is activated, the droid using the jammer makes a Use Computer check. At the start of any affected droid's turn, compare the results of the Use Computer check to the droid's Will Defense; if the Use Computer check is equal to or higher than the droid's Will Defense, the droid can take no actions and is flat-footed until the start of its next turn. The droid activating the jammer must activate it each turn, making a new Use Computer check each time.

Remote Receiver Signal Booster

Droids that rely on a remote processor for instructions cannot stray too far from that processor without risking losing contact and becoming stranded. A remote receiver signal booster can prevent this loss of contact. The signal booster increases the receiver's reception strength, extending the range of a droid by 50%. A successful DC 30 Use Computer check made by the droid can further extend the range up to 100% for 1 hour.



Remote Viewer

The remote viewer is a small, self-contained visual and audio sensor attached to a micro-sized repulsorlift unit. Functioning as one of a droid's regular audio and visual sensors, the remote viewer can be externally mounted, concealed, or made to look like one of the droid's regular sensors. However, the droid can detach the unit and send it to inspect an area remotely. The viewer can travel up to 12 squares away from the droid, has a speed of 4, a Reflex Defense 18, a Fortitude Defense 12, and it runs for 30 minutes before needing to be recharged for 1 hour.

Rental Restraining Bolt

Some beings cannot afford to own a droid. The rental restraining bolt works like a standard bolt, except it also has a credit reader. The user must deposit a specific number of credits to the credit reader on the restraining bolt to control the droid for a specified time. At the end of that time, the droid deactivates and does not reactivate until sufficient credits are again deposited.

Repulsorcam

A repulsorcam is an audio and video recorder mounted on a tiny repulsorlift. The device can detach from a droid's chassis, float to where its droid desires, up to 12 squares away, and record events. The repulsorcam can record up to 2 hours of audio and video data to its own memory. The unit has a speed of 4, a Reflex Defense of 16, and a Fortitude Defense of 10. A single energy cell powers the repulsorcam for 4 hours, recharging when it reattaches to the specialized socket on the droid or when it lands on a separate recharging unit available for an additional 150 credits.

Scomp Link

A scomp link is a universal data port mounted on an extendable arm, available for many types of droids. Astromech droids have them as standard equipment. Scomp link ports are standard input/output links, found on computer systems and starships throughout the galaxy. Using a scomp link gives a droid a +2 equipment bonus to Use Computer checks to Access Information (see pages 75–76 of the Saga Edition core rulebook) when the computer's attitude toward it is helpful or friendly.



A SCOMP LINK

Sensors

Additional sensor packages available to droids are presented here. All sensors must be installed.

Sensor Booster: Probe droids try to coax a little more range out of their sensor equipment to get that extra amount of information about the area they are scanning. A sensor booster is a droid enhancement that extends the range of its sensors to a maximum of 2 kilometers, if the droid has a sensor pack installed.

Sensor Countermeasure Package: Droids operating covertly must avoid drawing attention to themselves. The sensor countermeasure package broadcasts signals that interfere with incoming sensor signals. A droid equipped with the sensor countermeasure package can make a Use Computer check to avoid being detected. If the Use Computer check equals or exceeds a Perception check made to detect the droid through any form of nonvisual sensor equipment, the droid remains undetected.

YV Sensor Package: Standard on the YVH-Series battle droid (see page 158), a YV pack can be successfully installed on other droids, including mouse droids. The YV pack features highly specialized sensors calibrated specifically to detect Yuuzhan Vong, including those concealed by ooglith masquers or other methods. The sensor pack grants a +10 bonus to Perception rolls to detect Yuuzhan Vong within 12 squares and within line of sight of the droid.

Shield Expansion Module

This accessory enables a droid with a shield generator installed to expand its own shield by a single square, allowing an adjacent Medium or smaller ally to benefit from the droid's SR. Activating the expansion module is a standard action, and the droid chooses the single adjacent affected square; any creature in that square uses the droid's SR as long as it remains in that square and the droid remains adjacent to that square. Only droids of Small or larger size can use this accessory. Droids of Medium or smaller size can install only one shield expansion module. Droids of Large or larger size can install up to two modules. A second module protects an additional square.

Silence-Bubble Generator

The silence-bubble generator creates an energy sphere that dampens sound waves. The apparatus is originally marketed as a way for music lovers to enjoy their favorite music without being disturbed by noise. However, spies and crime lords also find the generator useful. Activating the silence bubble is a standard action. The bubble covers all squares within 3 squares of the droid. Any attempt to hear anything inside the bubble by someone outside of the bubble takes a -10 penalty to Perception checks.

Space-Beacon Launcher

Space beacons are used by pilots and flight crews to mark specific locations or to help navigate through hazardous areas of space. A beacon is .25 meters long and can transmit a signal throughout an entire star system, if it is not blocked by nebular gases or signal jamming systems. The space-beacon launcher—modeled after a small version of the standard space mine launcher—enables a droid to quickly position space beacons while in flight. The system can carry up to 12 beacons. Additional storage can be added, increasing the cost of the launcher by 10% for each additional beacon (up to a maximum of 24 beacons). Locating a beacon requires a DC 10 Use Computer check when using a ship's sensor system.

Survival Kit

Droids do not worry about water, food, or the elements, but their masters do. A survival kit is the perfect accessory for long treks into the wilderness. It contains a small refrigeration unit, a water recycler and dispenser, a rechargeable glow rod, and a fire sparker. When aiding a Survival check, a droid with this accessory gives a +4 bonus to the check rather than the normal +2 bonus.

Taser

Many star systems prohibit droids from carrying lethal weapons or having such systems installed without the proper permits. A taser is a nonlethal projectile weapon that droids can use to defend themselves. It fires two small projectiles attached to long, thin wires that deliver an electric charge that incapacitates an organic target's nervous and muscular systems. If the target is a droid, the electric current acts like an ion gun and interferes with the droid's systems. Additionally, a taser can be used as a melee weapon like an electroshock probe.

Video Screen

This accessory gives the droid a small, built-in video screen to display text, translations, diagnostics, programming, pictures, and other information. Screen sizes vary from 50mm to 500mm and are priced at 1 credit per square millimeter of screen size.

Voice-Print Command Lock

This accessory ensures that a droid is able to obey only its master. With a voice-print command lock installed, a droid follows only commands issued by a single source. The droid analyses the voice print of its master and ignores commands from anyone else. A recording of the master's voice can be used, but getting the droid to obey a recorded command requires a Use Computer check against the droid's Will Defense with a +5 bonus to the droid's defense.

Weapon Detector

Droids use sophisticated sensor systems, which can easily be adjusted to offer additional security. A weapon-detector package features a high-frequency receiver that can detect the hum of a deactivated vibro weapon. It can also perform a chemical analysis to detect tibanna gas residue on blasters.

A weapon-detector package allows a droid to add its Intelligence modifier to Perception checks made to Search for weapons.

DROID STATIONS

A special classification of droid accessory is the droid station—a droid-specific control and maintenance station. Droid stations are found aboard starships and other locations where droids are integral to a ship's or a building's operations. Droid stations are typically permanent installations and cannot be relocated without disassembly and considerable labor.

Droid Battle Station

Droid battle stations provide the functionality of regular droid command stations, and they can be used to direct droids in combat. Droid battle stations are typically large installations, capable of coordinating hundreds or thousands of droids of all types. Some droid battle stations emulate droid commanders. When the station is installed, select two talents from the droid commander prestige class (see page 28 of this book and pages 42–44 of *The Clone Wars Campaign Guide*). These talents can be used by the character operating the battle station as if the character has the talents. The number of times each talent can be used is calculated per station, not per character, so switching characters in the middle of a battle does not grant additional uses. Droids with the droid commander prestige class cannot use these talents more often even if they duplicate talents the droid already possesses.

Droid Command Station

On starships and at other installations requiring a large droid population, centralized droid command stations direct and control droids as they carry out their daily operations. A droid or an organic overseer can operate the droid command station. On large starships or major facilities, the station is manned at all hours. Smaller operations might use the station to issue commands and to provide automated oversight. Droids in the command station's pool must have a comlink, an integrated comlink, or a remote processor in order to maintain contact with the station. Accessing the station requires the appropriate password or code cylinder. The station typically has Intelligence 14 (or the ship's Intelligence, whichever is higher) and a Will Defense of 15. Standard droid command stations provide the following functions with the indicated Use Computer or Mechanics check:

- Issue a routine command to order a droid in the droid pool to carry out a specific task. If the droid is familiar with the task, or if the droid is trained in the associated skill, no skill check is required. If the command

is unusual or highly specific, a Use Computer check might be required at the Gamemaster's discretion. The user gains a +10 equipment bonus to Use Computer, Persuasion, and Perception checks against the droid. Commands can be issued verbally or by keypad.

- Coordinate multiple droids in the pool, enabling them to complete tasks more efficiently. With a DC 15 Use Computer check by the station operator, each droid aiding in a given task provides a +3 bonus instead of a +2 bonus and automatically succeeds on checks to aid another.
- Locate any droid in the droid pool anywhere within the station's operational range—typically the vessel or facility where the station is installed. The target droid must be fitted with a tracking device or a restraining bolt that can be tracked by station's sensors or the facility's security network. A Use Computer check of DC 5 is sufficient to locate any such droid.
- Receive detailed information about a droid's status, including current hit points, position on the condition track, and the operational condition of its systems and accessories. No check is required.
- Reprogram a droid in the pool by remote or direct connection to the station (see page 192 of the Saga Edition core rulebook).
- Translate between Binary and common languages. No check is required.



ASTROMECH UNITS IN A DROID RECHARGE STATION

Droid Recharge Station

Droid recharge stations are found anywhere droids are commonly used: starships, residences, starports, industrial facilities, and similar locations. Public recharge stations are available for a fee of 20 credits per recharge. Droids typically require 1 hour to recharge. The station is not self-powered, and must be linked to an outside power source. Droids also use recharge stations while waiting until their services are called upon. Recharge stations provide basic droid diagnostics with a DC 10 Use Computer check, revealing the droid's current hit points, position on the condition track, and the operational status of all systems, appendages, and tools. Aboard starships, droids parked in a recharge station are secured for travel. A recharge station can be universal for all droids up to a certain size—typically Small, Medium, or Large—or designed for a specific droid degree or model.

Droid Socket

Designed exclusively for astromech droids, the droid socket serves as a station combining copilot, systems monitoring, astrogation, and damage-control operations for minimally crewed craft.

Droid sockets are featured on many snub fighters, the occasional shuttle, and a few airspeeders. They generally must be designed and installed as original equipment, although savvy techs can build their own or transplant one onto a ship that does not normally carry a socket.

Standard droid sockets allow an astromech droid to perform the following tasks:

- Pilot or copilot the ship or vehicle with the pilot's permission; if the pilot is unconscious, permission is not required.
- Act as a system operator to raise, lower, or recharge shields (see page 172 of the Saga Edition core rulebook).
- Act as an engineer to reroute power (see page 172 of the Saga Edition core rulebook).
- Make limited Mechanics checks to jury-rig or otherwise repair a ship's systems as determined by the Gamemaster.
- Make Use Computer checks through the ship's system and built-in scomp link.
- Operate the communications system and sensors.
- Input hyperspace jump coordinates from an astrogation buffer and control the hyperdrive with the Use Computer skill, if the ship has a hyperdrive.
- Operate pilot and droid ejection system—with the pilot's express permission. The droid ejection system fires the droid out of the socket and away from the ship at speed 12.

Standard prohibited actions and systems (can be overridden by the pilot):

- Weapons activation and firing.
- Jumping to hyperspace without approval.

Optional systems that might not be found on every ship include:

- Astromech self-loading system, such as on the Naboo N-1 starfighter.

ADJUDICATING DROID MODIFICATIONS

One of the biggest challenges a Gamemaster faces when dealing with droids in the party is what to do when the players start modifying the droids. Through the droid modification rules, players might attempt modifications that seriously alter the nature of the game in a way that you have not anticipated. The best thing to do when a player attempts to introduce a modification that isn't appropriate for the game is to stop it before it happens. Be up-front in explaining that you don't think the modification is appropriate for the game, and try to find another solution that works for both you and the player. Remember, just because a piece of equipment or modification appears in a book doesn't mean that your players should automatically be able to perform that modification or install that equipment. There are a number of factors—social, economic, and legal—that can preclude the production or modification of a particular droid.

With all that said, sometimes droids in your game may be modified to a point where they are disrupting the game. Below is some advice on handling problematic droids and droid modifications. Note that most of this advice centers on droids introduced as Gamemaster characters and possessions, not on droids as heroes.

UNBALANCING MODIFICATIONS

One of the most obvious problems you will come across as a Gamemaster is a droid that has been modified in such a way as to be unbalancing in encounters. Either the droid is making encounters too easy, or the droid is overshadowing the contributions of the other heroes, or the droid just makes one player too much the focus of the combat round. Maybe the player installed shields on the droid that make it nigh invincible. Whatever the actual modification, your best bet is to consider complications that can arise as a result of owning this droid.

Suppose a droid is a combat monster, blowing through your encounters. Let the player have his or her fun for a few encounters. Then create complications. Maybe the droid isn't as precise as it should be, and it ends up causing collateral damage. Maybe the droid ends up firing on innocent bystanders, or destroys a passing airspeeder just to take out some stormtroopers. The droid then becomes a liability, and the heroes need to decide whether or not it's worth keeping the droid around. Likewise, a savvy slicer might reprogram the droid, turning it against the heroes. Even after the heroes subdue it, there will always be some lingering doubt as to whether or not all of the traitorous programming was eradicated. When a droid is too powerful, introduce drawbacks that require the heroes to carefully consider the droid's value.

REDUNDANT MODIFICATIONS

Another troubling aspect of droids and droid modifications is that sometimes a modified droid can make other droids, and even other heroes, feel obsolete. Maybe the droid has every Knowledge skill trained, making the noble who

invested trained skills in Knowledge skills feel like she has wasted resources. Maybe the ace pilot suddenly finds himself sitting in the copilot's chair while the droid takes the helm. By raw statistics, there are many ways in which a droid can be modified to do things that the heroes do, and better.

When this happens, consider altering the way the droid performs its task so that, while it gets the job done, maybe it doesn't do so by the easiest means. When the droid is turned loose to make a Mechanics check to repair the ship, it starts installing "improvements" that manifest elsewhere. When the protocol droid programmed with every Knowledge skill is brought along to answer every question, perhaps it answers in roundabout ways that reveal information that the players want to keep secret. Droids, like all beings, are flawed, and whenever a droid has been modified to obviate other characters or droids, those flaws should be brought to the forefront. As with the situation above, it's more interesting to create a choice for your players (keep the droid or get rid of it) than to simply take the droid away.

TAKING AWAY TOYS

There may be times when you have no choice but to take the droid away from the players. This is a last resort, but it's always a possibility. Whether you have the droid blasted, smashed, disassembled, stolen, or simply have its memory wiped, your players are going to feel as though you're taking away their toys. When you have no other option but to take the droid away from the heroes, consider the following guidelines:

Make the droid's removal part of the plot: Don't just have a stormtrooper shoot the droid; have a droid thief steal it in order to learn more about the heroes. Have the droid's memory wiped by a malicious slicer hired by the heroes' enemies, or have its memory copied first and held as blackmail by an unscrupulous crime lord. Have the droid destroyed as a part of a failed assassination attempt. Whatever form your removal of the droid takes, set it up to create a new adventure and story possibilities.

Offer a replacement for the droid: When you take something away from the heroes, don't forget to give something back. The replacement for the droid doesn't always have to be another droid, either; maybe the heroes meet a Squib mechanic with many of the same skills as the stolen droid, or perhaps the heroes' starship gets upgraded with a droid brain thanks to their benefactor. Whatever you give as a replacement should obviously be free of the same problems that caused you to take the droid away in the first place, but figure out what good things the droid brought to the group and find a suitable replacement for that.

Give the heroes a chance to recover the droid: If you simply take the droid away, it will likely be very obvious to your players that you removed it because you didn't like what it was doing to the game. If a droid is stolen, or its memories taken, or its parts scavenged by Jawas, sometimes you'll have the option of letting your players try and get those things back. Of course, when the droid is restored it may not be exactly the same as before, but this is an opportunity to remove the modifications that created the problem, and it helps make the droid into an evolving character.

CHAPTER IV DROID CODEX





The number of droids present in the *Star Wars* universe is enough to make one's head spin, for the sheer number of droid models alone could fill a datapad's memory banks, and these droids contribute to almost every facet of galactic society. With numerous manufacturing companies continually designing and building new lines of droids as well as improving existing models, this industry has no end in sight.

This chapter, aptly named the Droid Codex, features a sampling of droids from various periods of the *Star Wars* timeline that are newly written for the *Star Wars Roleplaying Game, Saga Edition*. Each droid presented has its own full entry that includes a statistics block, a description, a background, and an illustration. Although each entry is typically for the stock version of the droid, any number of variants can exist and might reasonably be encountered, depending on the interests of the Gamemaster and the players. Each droid also includes a statistics block for the protocol format, presented first in Chapter 2. Gamemasters who are using the optional protocol rules can give the protocol format statistics block to the player who owns the droid for quick reference.

Each droid entry also includes a "Playing the Droid" sidebar, which includes a number of details about the construction and design of that droid. This area contains not only information about how to recreate the droid from scratch using the droid construction rules and new equipment from Chapter 3, it also includes tips on how to properly portray the droid's personality according to the data presented in Chapters 1 and 2 of this book.

The entries in this chapter indicate a number of modifications that Gamemasters can implement, letting the droid perform other functions not normally performed by stock models. These modifications might be mechanical upgrades or parts replacements that allow the droid to undertake new tasks and provide some interesting twists and surprises during game play. These modifications can also serve as inspiration for developing your own variants of the droid.

In addition to the information listed above, each entry also contains a sidebar feature that provides additional background information about the droid and offers an adventure seed for an adventure revolving around that droid, to help the Gamemaster introduce the new droid into the game.

8D SMELTER DROID

8D Smelter Droid

CL 0

Medium droid (5th-degree) nonheroic 1

Init -2; Senses darkvision; Perception +2

Languages Basic, Binary

Defenses Ref 15 (flat-footed 15), Fort 14 (24 to resist fire and extreme heat), Will 10

hp 4; Threshold 14

Immune droid traits

Speed 4 squares (walking)

Melee claw +2 (1d4+4) or

Melee claw +2 (2d4+4) with Mighty Swing

Ranged by weapon +0

Base Atk +0; Grp +4

Atk Options Mighty Swing

Abilities Str 18, Dex 10, Con —, Int 8, Wis 10, Cha 8

Special Qualities droid traits, heat resistant

Feats Mighty Swing, Skill Focus (Endurance), Skill Training (Endurance), Weapon Proficiency (simple weapons)

Skills Endurance +8, Knowledge (physical sciences) +4, Perception +2

Systems basic processor, walking locomotion, 2 claw appendages, improved sensor package, darkvision, secondary battery, vocabulator, duravlex shell (+4 armor)

Availability Licensed; Cost 7,250 credits

Heat Resistant—When the 8D smelter droid is exposed to extreme heat or fire, it takes half damage if the attack succeeds and no damage if the attack fails, and it does not move on the condition track.

8D Smelter Droid

Medium droid (5th-degree)

hp 4

Threshold 14

Move (1 swift action, 2/turn)

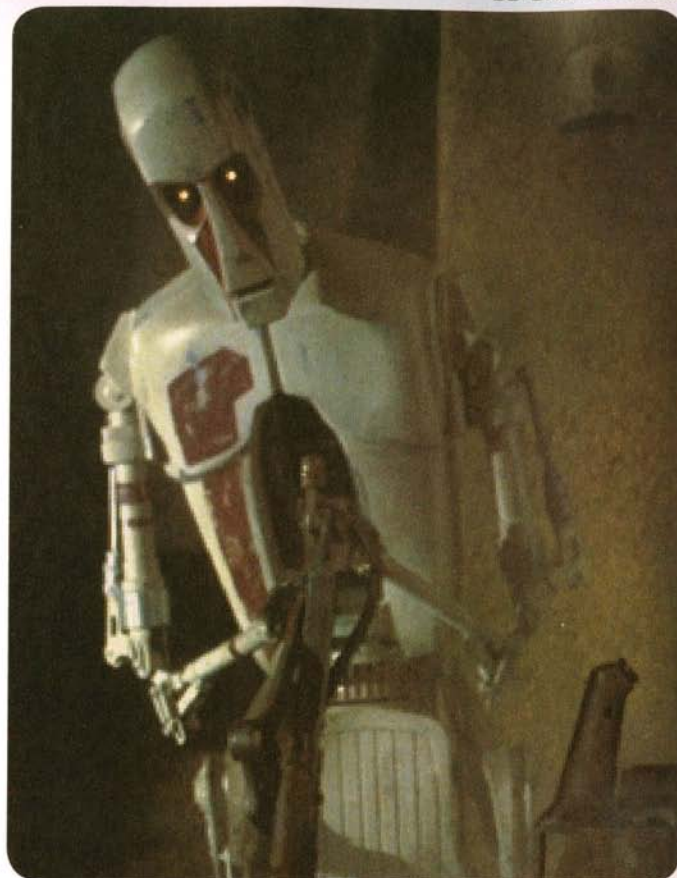
The 8D smelter droid moves 4 squares (walking).

Mighty Swing (1 swift action, 1/turn)

The 8D smelter droid deals +1 die of damage on its next melee attack in the same round.

Skills Endurance +8, Knowledge (physical sciences) +4, Perception +2

Vital Systems 2 claw appendages, vocabulator



With all the industries in the galaxy that rely on metals, several mining companies that also smelt their ores became quite successful in their fields. However, the smelting process proved to be extremely hazardous for organic workers who labored inside the blast furnaces. Roche, hoping to step up its presence in the droid market, designed the 8D smelter droid to work in incredibly hot smelting plants in place of more vulnerable organic employees. Much to the delight of the Verpines that run Roche, the 8D was well accepted by the major smelting companies.

The feature of the 8D smelter droid that makes it better at working in higher temperatures than the typical droid is the proprietary ore from which it is made. By molecularly combining high-grade durasteel with kevlex, Roche created a metal with a melting point of over 1,650 degrees Centigrade and used it to create the 8D, which can work in areas that would turn other droids into slag. (See page 54 for more details on the duravlex shell.)

8D smelter droids can be played as droid heroes.

PLAYING AN 8D SMELTER DROID

Players who would like to construct an 8D smelter droid hero should start with the stock labor droid chassis (see page 11). The best starting class to use with this droid is the scout. Choose the Mighty Swing feat to demonstrate the droid's strength, the Extra Second Wind feat to express the droid's resilience, or the Armor Proficiency (light) feat to allow the droid to use the duravlex shell without incurring an armor check penalty. Purchase a duravlex shell to gain the heat resistant special quality as described in the droid's statistics block. Select at least Endurance and Knowledge (physical sciences) as the droid's starting skills; for additional skills, consider Mechanics to represent the droid's ability to work with heavy equipment, Persuasion to represent the droid's ability to influence others through asserting itself, and Survival to represent the droid's resistance to extreme temperatures. Be sure to purchase darkvision, an improved sensor package, and a secondary battery as part of the droid's starting equipment.

MODIFICATION: DAMAGE CONTROL DROID

The 8D smelter droid can be used as a damage control droid aboard starships. In this modification, which is popular among smugglers, mercenaries, and captains of ships with a low crew count, the droid is equipped with special tools and gear that allow it to rush to areas of the ship that have been hit and make quick repairs to prevent damage from getting out of control. Because other crew members are free to stay at their posts, the ship fares better when defending itself from attackers. First, upgrade the servomotors that control the droid's speed, boosting its movement to 6 squares per turn to help it reach its destination as fast as most of the rest of the crew. Next, reprogram the Knowledge (physical sciences) skill to Mechanics so the droid can commence repairs upon arrival without depending on another member of the crew; it also helps to reprogram the Skill Focus (Endurance) feat to Skill Focus (Mechanics). Installing a fire extinguisher and giving the droid a tool kit completes the modification. With all these components in place, an 8D smelter droid can jury-rig a damaged system to working order so well that it restores 2d8 hit points to the ship and moves the ship +2 steps on the condition track.

MODIFICATION: MASTER'S DECOY

The dream of being in two places at once is now a possibility with this particular modification of the 8D smelter droid, which allows it to act as a decoy. First, replace the droid's claw appendages with hands, and reprogram the droid's vocalizer to emulate its master's voice. Fitting the droid with the proper clothes and cosmetic alterations is important, especially considering that the droid's standard legs are of Verpine design and sport complicated joints. Swapping them out for legs in a more humanoid style is encouraged

but not necessary. Finally, reprogram the droid's skill set to include Deception in place of either factory-installed skill. The 8D must adopt its master's speech patterns and mannerisms to pull off a convincing imitation. As long as the droid is at least 3 squares away from anyone attempting to penetrate the disguise, the 8D smelter droid can reroll its Deception check twice and keep the best of the three rolls. Overall, making this decoy modification is not as effective as using a replica droid, but the changes are easy to make.

MODIFICATION: SURVIVALIST

Scouts and explorers sometimes modify the 8D smelter droid into a survivalist. This modification adds extra parts to the chassis, especially around the joints, to better prepare the droid for dealing with extreme environments. The changes cost 1,000 credits and require a DC 20 Mechanics check and 4 hours of work. In addition, the droid's programming is updated to allow it to better survive in rugged environments and to help others adapt to such surroundings. To accomplish this, reprogram the droid's Knowledge (physical sciences) skill to the Survival skill. At the same time, reprogram the Skill Focus (Endurance) feat to Skill Training (Knowledge [life sciences]) to expand the droid's database on the galaxy's many lifeforms. Having this information readily available gives the droid the ability to reroll any Survival check. In addition, since the droid is equipped with a duravlex shell, it automatically succeeds on its use of the Endure Extreme Temperatures application of the Survival skill and can do so without a field kit.

A LITTLE ATTITUDE

I have dealt with these smelting droids in the past, and I can honestly say that their attitudes leave much to be desired. They are belligerent toward other droids they work with, claiming that "lesser" droids are too stupid to know what they are doing. They make snide remarks about organics behind their backs, stating that organics are slave drivers who do not care for the well-being of the droids in their care. Smelting droids can be outright hateful of droids that work in offices. They seem to think that office droids are just lazy, although they really do not have much room to talk.

Fortunately, the 8D smelting droids at most mining facilities do not have it anywhere near as bad as do those on Resilon, a small world at the far edge of the Mid Rim. Word has it that the organics who run that planet's mines have treated the droids so badly that the smelting droids have banded together to lead a revolt against their owners. Apparently, the droids are demanding to be treated fairly and refuse to work until they are guaranteed such treatment. However, the death of one of their owners seems to tell a different story. I do not know if the fatality was an accident, but the outlook for Resilon's defiant smelting droids does not seem bright.

A9G-SERIES ARCHIVE DROID

A9G-Series Archive Droid

Medium droid (1st-degree) nonheroic 2

Init +1; Senses Perception +1

Languages Basic, Binary, 2 unassigned

Defenses Ref 10 (flat-footed 10), Fort 10, Will 10

hp 7; Threshold 10

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +1 (1d3)

Ranged by weapon +1

Base Atk +1; Grp +1

Abilities Str 10, Dex 11, Con —, Int 14, Wis 10, Cha 12

Special Qualities archive processor, droid traits

Feats Distracting Droid, Skill Focus (Gather Information, Knowledge [bureaucracy], Use Computer)

Skills Gather Information +12, Knowledge (bureaucracy) +13, Perception +1, Use Computer +13

Systems heuristic processor, walking locomotion, 2 hand appendages, translator unit (DC 10), vocabulator

Possessions code cylinder, storage device (20 memory units)

Availability Licensed; Cost 6,880 credits

Archive Processor—As a full-round action, the A9G-Series archive droid can quickly sift through volumes of information stored in a computer network while searching for a specific piece of data. The droid can reroll Gather Information or Knowledge checks when attempting to retrieve information from a computer system but must keep the second result, even if it is worse.

A9G-SERIES ARCHIVE DROID

Medium droid (1st-degree)

hp 7

Threshold 10

Move (1 swift action, 2/turn)

The A9G-Series archive droid moves 6 squares (walking).

Archive Processor (2 swift actions, 1/turn)

The A9G-Series archive droid can reroll Gather Information or Knowledge checks while connected to a computer system but must keep the second result, even if it is worse.

Improve Access (2 swift actions, 1/turn)

The A9G-Series archive droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

CL 0

Issue Routine Command (1 swift action, 1/turn)

The A9G-Series archive droid issues a routine command to a computer that has a friendly attitude toward it.

Translator (1 free action)

With a DC 10 translator check, the A9G-Series archive droid translates to or from any language it knows.

Skills Gather Information +12, Knowledge (bureaucracy) +13, Perception +1, Use Computer +13

Vital Systems 2 hand appendages, translator unit (DC 10), vocabulator, code cylinder, storage device (20 memory units)

Still high on the success of the R2-Series astromech droid, Industrial Automaton sought to continue that achievement by making other droid models that performed similar functions. One line of droids to come from the many designs of that time is the A9G-Series archive droid. Unlike the R2, the humanoid-shaped A9G was not intended to work aboard starships but to act as the ideal administrator of data networks, overseeing the computer systems of large corporations and governments by using its data-sifting software to satisfy their organizational and managerial needs. The major flaw of the A9G design came to light after the droids placed in major corporations experienced a series of problems and made poor decisions when attempting to handle high volumes of data traffic. Companies with smaller information networks had few or no problems; the droids were capable of handling the lighter flow of traffic.

A9G-Series archive droids can be played as droid heroes.

PLAYING AN A9G-SERIES ARCHIVE DROID

Any player who wants to design a version of the A9G-Series archive droid with hero levels should begin with the stock protocol droid chassis (see page 13). The best starting class to choose to recreate the A9G is the scoundrel, using the Skill Focus (Use Computer) feat to emphasize its competency in working with computer systems. When the droid starts its adventuring career, it gains the archive processor special quality, as described in its statistics block, in lieu of a translator unit. Select Gather Information and Use Computer as two of the droid's starting skills; for additional skills, consider Knowledge (bureaucracy) to represent the droid's ability to understand how computer networks are organized, Knowledge (technology) to represent the droid's knowledge of how computer systems operate, and Mechanics to represent the droid's ability to work within a computer system even when experiencing technical difficulties. Be sure to purchase a code cylinder, and consider a datapad and blank datacards as part of the droid's starting equipment.

OVERWORKED



You interested in this A9G droid here, eh? He's a good buy! Don't let those black marks around his neck fool you—they're just, uh, cosmetic. Okay, it's really carbon scoring, but not from blaster shots. The droid got these marks from burning out its processor while on the job. See, A9G-Series droids do their jobs so well, their owners tend to keep them working around the clock, continually processing information in their networks. The little guys work and work without a break until boom, their processors get fried and they shut down. But don't worry about this one. I personally refurbished the original processor, so it's as good as new. Where did I get the droid? Uh, I picked it up from this guy that blew through town. Looked like a pirate. Might have been part of that band that's been hitting merchant ships and small colonies along the Hydian Way, you know? I even heard that they took another A9G that belonged to the royal family of Katchan on the edge of the Outer Rim. Supposed to hold some valuable information. I sure would love to find that droid—they'd probably pay a nice reward for its return. Well, enough of my rambling. Tell you what—I'll scrub off that scoring for an extra 25 credits. What do you say?

MODIFICATION: FIELD MEDIC

When something goes wrong and somebody gets hurt, a medic can never be too close. A popular modification of the A9G-Series archive droid is to make it a field medic. This modification involves tweaking the droid's archive processor so that it accesses a medical database within its chassis instead of an external computer network. Thus, the A9G need not rely on a stationary mainframe to access information and can use its skills anywhere a medical emergency exists. In addition, reprogram the droid's skill set, changing the Knowledge (bureaucracy) and Use Computer skills to Knowledge (life sciences) and Treat Injury, to allow the droid to diagnose and treat ailments. The droid retains the archive processor special quality but is limited to rerolling only Knowledge (life sciences) checks rather than all Knowledge checks. Swap out the code cylinder for a medical kit, and to allow the droid to scan through its photoreceptors, consider installing diagnostic scanners in the droid's head (requiring a DC 20 Mechanics check and 2 hours of work). Coupled with the medical database, the scanners grant a +2 equipment bonus to the droid's Treat Injury checks that stacks with the +2 bonus received from using a medical kit when it administers first aid. Furthermore, removing the scanner from the medical kit makes room for two additional medpacs.

MODIFICATION: RECONNAISSANCE DROID

Most people do not suspect that an archive droid might be gathering intelligence, recording events to send back to its master. Thus, this particular modification can be quite useful to numerous organizations. To set up the A9G to act as a reconnaissance droid, modify its photoreceptors to work in conjunction with either a video recorder or a holorecorder to covertly record

anything the droid considers relevant. Installing the appropriate recorder requires a DC 20 Mechanics check and 2 hours of work. Adding a storage device gives the A9G the option of sending information to its master to avoid being caught with sensitive data or of storing the information in its chassis so the data won't be intercepted during transmission. Reprogramming its trained skills to exchange Knowledge (bureaucracy) for Perception helps the droid to better locate the information it seeks, and taking Stealth increases its chance of successfully obtaining data and getting out without being discovered.

MODIFICATION: SLICER'S COMPUTER

Slicers like the idea of walking into a facility without anyone suspecting their intentions, and this modification transforms the A9G-Series archive droid into a portable computer that carries itself. First, install a portable computer into the droid's chassis with a DC 20 Mechanics check and 1 hour of work. The upper back is the best location for the computer. Creating a link between the datapad's processor and the droid's archive processor is optional, but doing so allows the slicer to increase the speed at which he or she can slice through a computer system. Establishing the link requires a DC 20 Mechanics check, a DC 20 Use Computer check, and 2 hours of work to properly synchronize the processors. Once the link is established, using the droid in this fashion allows the slicer to reroll his or her Use Computer check once per encounter and keep the better of the two results.



A9G-SERIES ARCHIVE DROID

AD-SERIES WEAPONS MAINTENANCE DROID

AD-Series Weapons Maintenance Droid

CL 1

Medium droid (1st-degree) soldier 1

Force 2

Init +7; Senses Perception +7

Languages Basic, Binary, 3 unassigned

Defenses Ref 16 (flat-footed 14), Fort 13, Will 13

hp 30; Threshold 13

Immune droid traits

Speed 6 squares (walking), 6 squares (hovering)

Melee unarmed +1 (1d3)

Ranged by weapon +3

Base Atk +1; Grp +3

Abilities Str 10, Dex 15, Con —, Int 16, Wis 15, Cha 10

Special Qualities droid traits

Talents Harm's Way

Feats Armor Proficiency (light, medium), Skill Focus (Mechanics),

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +5, Initiative +7, Knowledge (tactics) +8, Mechanics +13,

Perception +7, Use Computer +8

Systems heuristic processor, walking locomotion, hovering locomotion,

2 tool appendages, tool kit, vocabulator, quadanium shell (+3 armor)

Availability Military; Cost 13,840 credits

AD-SERIES WEAPONS MAINTENANCE DROID

Medium droid (1st-degree)

hp 30

Threshold 13

Move (1 swift action, 2/turn)

The AD-Series weapons maintenance droid moves 6 squares (walking) or 6 squares (hovering).

Avoid Surprise (1 free action)

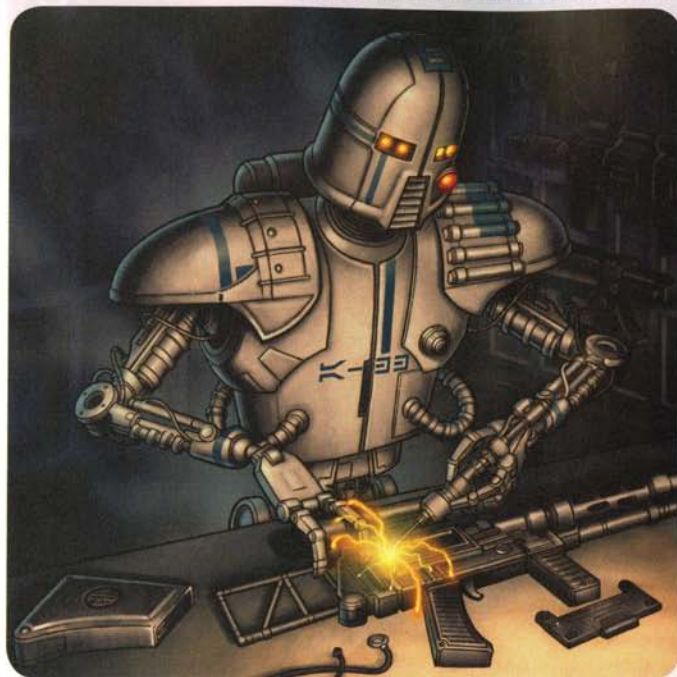
The AD-Series weapons maintenance droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Disable Device (2 swift actions, 1/turn)

The AD-Series weapons maintenance droid makes a Mechanics check to disable a trap.

Improve Access (2 swift actions, 1/turn)

AD-SERIES WEAPONS MAINTENANCE DROID



The AD-Series weapons maintenance droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

Patrol Duty (1 swift action, 1/turn)

The AD-Series weapons maintenance droid makes a Perception check against the target's Stealth check. If the check is successful, the droid detects the target.

Skills Climb +5, Initiative +7, Knowledge (tactics) +8, Mechanics +13, Perception +7, Use Computer +8

Vital Systems 2 tool appendages, tool kit, vocabulator

Arakyd Industries was riding high on the success of its probe droids when the company announced its next model. The AD-Series weapons maintenance droid was envisioned as a companion to every stormtrooper squad, making sure the troopers' weapons and armor were in optimal condition and leaving the troops more time to protect and serve the citizens of the Empire. Arakyd executives, noting the Empire's repeat business with companies such as Kuat Drive Yards, commissioned their factories to build massive quantities of the AD as soon as it was announced.

Imperial efficiency studies showed that the benefits to stormtrooper squads were minimal compared to the cost of adding the droids. As a result, the Empire never picked up the droid, and the fiasco nearly sent Arakyd into bankruptcy. The AD quickly filtered down to planetary governments and smaller organizations, with Arakyd taking a loss on each sale.

AD-Series weapons maintenance droids can be played as droid heroes.

PLAYING AN AD-SERIES WEAPONS MAINTENANCE DROID

AD-Series weapons maintenance droids have ended up on both sides of the law. Local law enforcement uses them as patrol officers and evidence-analysis droids. Criminal organizations use them to provide security and maintain weapons that are used in illegal operations. Many bounty hunter guilds employ these droids as well, and some even count AD droids as members. The droids themselves are generally quiet, although many harbor resentment against the Empire for being passed over.

When creating an AD-Series weapons maintenance droid character, start with either the scoundrel class or the soldier class. These droids are self-sufficient, but they can greatly benefit from weapon specialization talents and feats.

MODIFICATION: POLICE DROID

Smaller cities and starports usually can't afford a full-time security staff. In such places, the AD-Series droid has found a niche market as a police droid. Although the droids are not as sophisticated as some models specifically designed for the job, they do well at collecting evidence, containing crime scenes, and apprehending suspects.

The first step in making the police droid modification is to remove the internal weapons maintenance tool kit and replace it with a storage space for law enforcement equipment. This modification requires a DC 20 Mechanics check and 20 minutes of work to complete. Standard replacement equipment includes binders, a secure datapad, and a glowrod. Next, reprogram the droid's skill set, replacing Knowledge (tactics) with Persuasion; this requires a DC 20 Use Computer check and 30 minutes of work. Last, give the droid a weapon to defend itself. An integrated blaster is often installed, but some jurisdictions lack either the funding or the desire to make this modification and simply equip the droid with a standard blaster carbine.

MODIFICATION: SNIPER DROID

Many AD-Series droids ended up in the hands of bounty hunters. The solo operators find an extra pair of arms useful in the field, and the guilds use AD-Series droids to make profits by charging members fees to have the droids maintain their blasters. A few AD-Series droids become bounty

hunters themselves, using their knack with weaponry to become masters of weapons such as the long-range blaster rifle. To turn an AD-Series droid into a sniper, select a single weapon and tailor the droid's internal tool kit to that weapon. Doing so requires a DC 20 Mechanics check and 1 hour of work. This modification grants the droid a +2 bonus when using that weapon, but it imposes a -2 penalty when the droid uses any other weapon, even one of a similar make and model. To allow the droid to intimidate others, replace its Mechanics skill with Persuasion, which requires a DC 25 Use Computer check and 30 minutes of work.

MODIFICATION: SPEAKEASY DROID

Crime lords are always looking for cheap, disposable muscle, and the AD-Series droids often fit the bill. They know their way around a blaster and have a very intimidating look. When stationed at the entrance to a criminal enterprise such as a cantina or a club, an AD-Series droid can collect the weapons of patrons to reduce the chance that a fight will break out, or it can quickly deactivate weapons to put its master's mind at ease.

Making a speakeasy modification involves three steps. First, upgrade the droid's vocabulator to give its voice a meaner edge (requiring a DC 20 Mechanics check and 30 minutes of work), and reprogram it to have the Persuasion skill and the Skill Focus (Persuasion) feat. Second, upgrade the droid's pattern-recognition software, which gives it the Skill Focus (Perception) feat and allows it to identify the many weapons in its database when they are hidden under coats, in bags, and so on. This modification requires a DC 20 Mechanics check and 30 minutes of work. The third step, which is optional, is to install a weapon detector (see page 63) on the droid.

THEIR LOSS, MY GAIN



You ask me, the AD-Series is nice and versatile. Fits a lot of roles overlooked by other manufacturers. Give an AD the right set of equipment, and it can protect whatever needs protecting—or blast through whatever needs blasting through. Even if you don't like to take apart and rebuild every droid you own, the AD offers a lot of options once you get it home. But just between you and me, friend, I don't buy that bantha fodder about efficiency reports sinking Arakyd's contract with the Empire. I think a lot of Arakyd executives started having second thoughts about the Empire after what happened to Alderaan. So the Empire killed the contract to teach them a lesson about loyalty. Proof? Of course I don't have proof! But it wouldn't surprise me if some Rebels broke into a Moff's safe or something and found incriminating evidence. If that happened, you'd probably see a lot more droids disappearing from inventory and ending up in Rebel hands.

ANNIHILATOR DROID

Annihilator Droid

CL 12

Huge droid (4th-degree) nonheroic 12/soldier 8

Force 4

Init +17; Senses Perception +17

Languages Basic, Binary

Defenses Ref 21 (flat-footed 19), Fort 27, Will 20

hp 120; SR 20; Threshold 42

Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)

Melee unarmed +24 (1d6+11)

Ranged laser cannon +20 (3d8+4) or

Ranged laser cannon +18 (4d8+4) with Rapid Shot or

Ranged laser cannon +15 (5d8+4) with Burst Fire or

Ranged laser cannon +18/+18 (3d8+4) or

Ranged laser cannon +16/+16 (4d8+4) with Rapid Shot or

Ranged laser cannon +13/+13 (5d8+4) with Burst Fire

Fighting Space 3x3; Reach 1 square

Base Atk +17; Grp +34

Atk Options autofire (laser cannons), Burst Fire, Rapid Shot, Running Attack

Special Actions Devastating Attack (rifles), Penetrating Attack (rifles)

Abilities Str 25, Dex 15, Con —, Int 8, Wis 15, Cha 7

Special Qualities droid traits

Talents Armored Defense, Devastating Attack (rifles), Improved Armored Defense, Penetrating Attack (rifles)

Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Damage Threshold, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Skill Training (Initiative), Sniper, Triple Crit, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles)

Skills Initiative +17, Perception +17, Stealth -2

Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), internal comlink, vocabulator, bronzium shell (+5 armor; treat as quadanium plating)

Possessions 2 laser cannons (treat as blaster rifles)

Availability Military; Cost 59,275 credits

ANNIHILATOR DROID

Huge droid (4th-degree)

hp 120

Threshold 42 (SR 20)

Move (1 swift action, 2/turn)

The annihilator droid moves 2 squares (walking). If the droid takes two swift actions to move in the same turn, it changes into wheeled mode and moves 10 squares.

Avoid Surprise (1 free action)

The annihilator droid makes a Perception check at the start of a battle.

If the check is successful, the droid's master avoids surprise.

Blaster Barrage (2 swift actions, 1/turn)

The annihilator droid makes two ranged attacks at +13. If successful, each attack deals 5d8+4 points of damage.

Rapid Shot (1 swift action, 1/turn)

The annihilator droid makes a ranged attack at +18. If successful, the attack deals 4d8+4 points of damage.

Twin Blaster Burst (1 swift action, 1/turn)

The annihilator droid makes a ranged attack at +20. If successful, the attack deals 3d8+4 points of damage.

Skills Initiative +17, Perception +17, Stealth -2

Vital Systems 2 tool appendages with laser cannons (treat as blaster rifles), shield generator (SR 20), internal comlink, vocabulator

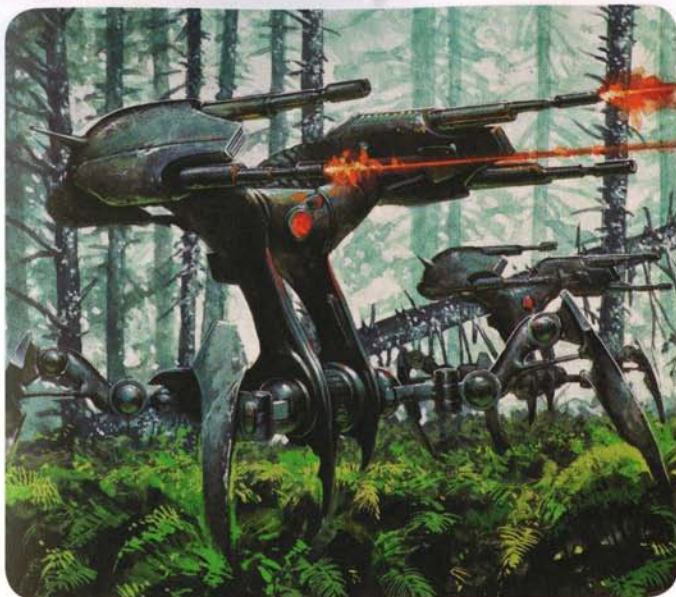
Originally designed to protect the Colicoid homeworld of Colla IV, the annihilator droid is a larger, more dangerous version of the Droideka that the Colicoids use for home defense. Nicknamed the "Scorpenek" droid, this droid walks on four pointed limbs; xenosociologists from the University of Sanbra speculate that the Colicoids did not build a rolling movement mechanism into this droid because the Colicoids felt it would be a mockery of their own biology.

Fortunately for the rest of the galaxy, annihilator droids are almost prohibitively expensive to manufacture. The Colicoids manufacture only a few more than they need for self-defense, and reactivate the manufacturing facilities only to replace lost or destroyed droids. So powerful are these annihilator droids that even heavy armored vehicles can rarely stand up to their firepower.

Annihilator droids can't be played as droid heroes.

ENCOUNTERING AN ANNIHILATOR DROID

The heroes are making their way through a scrap yard, looking for a wayward droid that contains important information. Just as they finally find the droid, a pile of scrap nearby tumbles down, and an annihilator droid appears to attack them. The heroes need to reach cover, but all they can find are small tunnels dug through the piles of junk. If they venture in too far, they disturb mynocks that have nested beneath the scrap yard. The heroes have a tough decision—try to outrun the annihilator droid in the open, or take their chances with the mynocks in the tunnels?



MODIFICATION: CAPITAL SHIP SCRAPPER

Destroyed capital ships are an excellent source of raw materials and replacement parts for damaged ships of any fleet. Due to their immense size, these ships can be daunting to disassemble, but inhabitants of Ord Mantell, Raxus Prime, and other junk planets have put modified annihilator droids to the task of breaking these hulks into chunks better sized for resale. This modification begins by removing the annihilator's shield generator, which requires a DC 20 Mechanics check and 1 hour of work. The power from the shields is diverted to a magnetic coupler attached to the droid's legs, which requires a DC 25 Mechanics check and 2 hours of work. The coupler allows the droid to crawl around on ships that no longer have gravity control. Next, refit one of the laser cannons to work as a large welding device, a task that requires a DC 25 Mechanics check and 30 minutes of work. A laser cannon modified in this way deals the same amount of damage, but an attack made using a welding device is considered a melee attack. Replace the other appendage with a large pincer apparatus for holding cut pieces of ship. This change requires a DC 30 Mechanics check and 2 hours of work.

MODIFICATION: CARGO HAULER

The galaxy has a long history of war punctuated by sporadic periods of peace during which the machines of combat go silent. Often, droids built for war are modified for peacetime use. A clever scrap hauler on Ord Mantell modified a few annihilator droids to serve as protection from rival scrap gangs. She

also fire-linked the droids to target the same attackers automatically. The huge powertrain on each droid allows it to haul large pieces of cargo and to protect itself from attacks by vehicles. Owners using this modification should be careful not to overload the droid with cargo. Doing so reduces its mobility and its ability to defend itself. Modifying an annihilator droid to haul cargo requires a DC 20 Mechanics check and 1 hour of work for each cargo pod added. Each pod can hold 200 kilograms of cargo and imposes a -1 penalty to either the droid's attack roll or its Reflex Defense; the penalty is chosen when the pod is added. Connecting multiple droids requires a DC 20 Use Computer check for each droid to be fire-linked. If the process is successful, a fire-linked droid grants a +4 bonus when aiding another droid that has been fire-linked.

MODIFICATION: SPACE SENTRY

The annihilator droid carries serious firepower on the battlefield. It is designed to punch through armored ranks and take down troop transports. In space, though, sometimes extra guns are needed, and this modification turns the droid into a floating turret. The first step is to add lateral maneuvering thrusters to allow the droid sufficient movement to target ships; the thrusters are not powerful enough to move the droid out of the space in which it was deployed. This change requires a DC 30 Mechanics check and 2 hours of work. The next step is to realign the droid's fire control buffers, which requires a DC 20 Use Computer check. Next, add a projectile launcher, perhaps for proton torpedoes or concussion missiles. Replacing one of the laser cannons with a launcher requires a DC 25 Mechanics check and 1 hour of work. Both laser cannons can be removed, but most techs prefer to keep one intact so that the droid can continue to defend itself when its projectiles are depleted.

A PRIVATE PIRATE

Nobody likes to see annihilator droids show up on the other side of a battle. Anyone who makes it out alive had better demand hazard pay. Field upgrades made these droids even more of a hassle. Now, they're more like armored cavalry platforms than the original destroyer droids. The weapons profile is more suited to take out armored vehicles and entrenched positions. But don't let that fool you—a pair of annihilator droids can mow down plenty of infantry, too.

The most interesting deployment of annihilator droids I've seen was in an asteroid field being used as a base by a band of pirates. Our company had acquired some of these droids in a raid, and the pirates bought them from us. I was surprised on a later visit to see that the droids were no longer in the base. I asked where they'd gone, and one of the crew just laughed and pointed out a viewport. The pirates had deployed the droids on key asteroids surrounding the entry route to the base. The asteroids discouraged outsiders from attacking, and the annihilators were there to secure the base from "disgruntled former employees."

BLX LABOR DROID

BLX Labor Droid

CL 0

Medium droid (5th-degree) nonheroic 1

Init +1; Senses Perception -1

Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 12, Will 9

hp 4; Threshold 12

Immune droid traits

Speed 4 squares (walking)

Melee unarmed +2 (1d3+2)

Ranged by weapon +1

Base Atk +0; Grp +2

Abilities Str 15, Dex 12, Con —, Int 6, Wis 8, Cha 16

Special Qualities droid traits, jack of all trades

Feats Armor Proficiency (light), Skill Focus (Endurance), Skill Training (Mechanics, Use Computer)

Skills Endurance +10, Mechanics +3, Perception -1, Use Computer +3
Systems heuristic processor, walking locomotion, 2 hand appendages, internal storage (10 kg), magnetic feet, vocabulator, durasteel shell (+4 armor)

Availability Licensed; Cost 8,995 credits

Jack of All Trades—Once per encounter as a standard action, the BLX labor droid can make any skill check as if it were trained in that skill.

Many years before the advent of the Clone Wars, Serv-O-Droid created the BLX labor droid as a general labor unit to be used for just about any kind of task that can be performed by humanoid species. In fact, the BLX was intentionally programmed not to specialize in any particular profession or series of tasks in the hope that its versatility would increase sales. Initial sales were good, and compliments from customers focused on the model's magnetic feet (which helped the droids work in zero-gravity environments) and rugged shell (which protected the droids from the harsh vacuum of space and micrometeorite impacts). But news of the BLX's shortcomings—such as aural and visual sensors calibrated to standard frequencies, slow movement and slow response time, and an odd, simianlike silhouette—dragged the line's sales figures down quickly. However, the model's strength and stamina, along with revisions to the physical design to make it look more humanoid, helped the line survive several more years before being discontinued.

BLX labor droids can be played as droid heroes.

BLX LABOR DROID

Medium droid (5th-degree)

hp 4

Threshold 12

Move (1 swift action, 2/turn)

The BLX labor droid moves 4 squares (walking).

Improve Access (2 swift actions, 1/turn)

The BLX labor droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

Issue Routine Command (1 swift action, 1/turn)

The BLX labor droid issues a routine command to a computer that has a friendly attitude toward it.

Jack of All Trades (1 swift action, 1/turn)

Once per encounter, the BLX labor droid can make any skill check as if it were trained in that skill.

Jury-Rig (2 swift actions, 1/turn)

With a DC 25 Mechanics check, the BLX labor droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-Rig application of the Mechanics skill on page 70 of the Saga Edition core rulebook).

Skills Endurance +10, Mechanics +3, Perception -1, Use Computer +3

Vital Systems 2 hand appendages, internal storage (10 kg), magnetic feet, vocabulator

PLAYING A BLX LABOR DROID

To create a BLX labor droid character, start by selecting the stock labor droid chassis (see page 11). The best starting class for the BLX labor droid is the scout, which gives it a higher number of skills and a large number to choose from at 1st level. Replace the basic processor with a heuristic processor, and swap out the claw appendages for hands. The heavy lifting special quality that normally comes with the generic chassis should be replaced with the jack of all trades special quality to emphasize the droid's lack of specialization in programming and design. The droid should start with Mechanics as one of its trained skills, since that skill cannot be used untrained. Other skills to consider include Endurance to represent the droid's ability to outlast most other droid models, Perception to represent its ability to pick up on signals from those with whom it interacts, and Use Computer to represent its skill in working with computers and computerized systems around its master's domicile. Be sure to purchase the magnetic feet accessory and 10 kilograms of internal storage as part of the droid's starting equipment.



MODIFICATION: ATTACHÉ DROID

The modification of the BLX labor droid most favored by politicians, ambassadors, and other dignitaries is the one known as "the attaché." The purpose behind this modification is not just to have the droid work as a personal assistant for its master but also to let it focus on a certain field of study or facet of society to assist in such matters. Start by installing an internal comlink, preferably one that is encrypted to protect any secrets discussed between the droid and its master. Some owners go so far as to install a restraining bolt on the droid to call it over when needed. A translator unit (DC 5 or 10) helps the droid interact with others more easily, but adding the unit removes the jack of all trades special quality. Reprogram the droid's skills, replacing Endurance and Mechanics with Knowledge (bureaucracy) and another Knowledge skill of the owner's choice. To finalize the modification, exchange the Skill Focus (Endurance) feat for one of the Knowledge skills.

MODIFICATION: LONG-RANGE SENSOR DROID

Although this modification seems odd for a labor droid, the internal frame and wiring in the BLX unit's head boosts signals along the frequencies used by sensor systems, a fact that still baffles the Serv-O-Droid research and development team. As a result, many paramilitary units and mercenary groups

that obtain a BLX implement this modification. Start by installing a standard sensor pack in the droid's chest storage compartment, effectively removing its internal storage space. The installation requires a DC 15 Mechanics check and 1 hour of work to properly link the sensor pack to the droid's internal wiring. Next, install a sensor booster, which requires an additional DC 15 Mechanics check and 1 hour of work. Also, reprogram the droid to shift the Skill Focus from Endurance to Use Computer to help the droid establish a sensor broadcast and keep the signal as strong as possible. With these adjustments, the droid can increase its scanning area to a range of 5 kilometers.

MODIFICATION: PORTABLE GENERATOR

This modification is also popular with military organizations as well as with technicians and individuals in remote areas of the galaxy. It transforms the BLX labor droid into a walking battery capable of supplying power to any device, including vehicles and heavy weapons; the droid also can recharge spent power packs and energy cells. Making this modification involves several adjustments. First, remove the droid's internal storage to make as much room for the generator as possible, and remove the magnetic feet to prevent any possible interference with the generator's operation. Next, change the heuristic processor to a basic processor. Although this adjustment virtually lobotomizes the droid, it is necessary to prevent the droid's operating system from shorting out during the generator's charging cycles. Additional internal shielding needs to be put into place throughout the chassis to better protect other systems and to prevent the droid from overloading. This shielding costs an extra 1,000 credits and can be installed with a DC 20 Mechanics check and 1 day of work.

MEMORIES

BLX labor droid? No, I don't have one of those. Very rare, very hard to find these days. Last time I saw a BLX was . . . don't remember how many years ago. Long time, I tell you that. If you do find one running nowadays, it's probably still owned by someone that's had it for several years. Something about BLX personalities makes people really like them, as long as they don't get the droids' memories wiped. That can be trouble sometimes, if you know what I mean. Let them go for a long time, who knows what they hold in their memory banks? Like this one BLX I heard about recently—part of a rumor about the scientist near the Maw. Or was it inside the Maw? Don't remember. Anyway, this scientist still had a BLX droid in good working order and used it to record his personal journal. Filled it with schematics for experimental starfighters, new weapons, other things. Word is the droid went missing a while back, and the scientist is worried sick over it.

COLICOID INFILTRATOR-SERIES DROID

Colicoid Infiltrator-Series Droid

CL 4

Medium droid (4th-degree) nonheroic 12

Init +8; Senses darkvision; Perception +15

Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 14, Will 12

hp 40; SR 20; Threshold 14

Immune droid traits

Speed 6 squares (walking), 3 squares (climbing)

Melee vibroblade +13 (2d6+4)

Ranged blaster rifle +11 (3d8) or

Ranged blaster rifle +9 (4d8) with Rapid Shot

Base Atk +9; Grp +13

Atk Options autofire (blaster rifle), Rapid Shot

Abilities Str 18, Dex 15, Con —, Int 11, Wis 14, Cha 12

Special Qualities droid traits, penetrate hull

Feats Armor Proficiency (light), Dual Weapon Mastery I, Rapid Shot, Skill Focus (Stealth), Skill Training (Stealth), Weapon Proficiency (advanced melee weapons, rifles, simple weapons)

Skills Perception +15, Stealth +18

Systems heuristic processor, walking locomotion, 4 tool appendages, darkvision, improved sensor package, locked access, vocabulator, shield generator (SR 20), bronzium shell (+5 armor; treat as quadanium plating)

Possessions 2 vibroblades, 2 blaster rifles, climbing claws, holographic image disguiser, liquid cable dispenser, silence bubble generator

Availability Military; Cost 33,720 credits

Penetrate Hull—A Colicoid Infiltrator-Series droid always rolls maximum damage when using its vibroblades to cut into the hull of a vehicle or to cut through solid walls and doors.

COLICOID INFILTRATOR-SERIES DROID

Medium droid (4th-degree)

hp 40

Threshold 14 (SR 20)

Move (1 swift action, 2/turn)

The Colicoid Infiltrator-Series droid moves 6 squares (walking) or 3 squares (climbing).

Create a Diversion to Hide (1 swift action, 1/turn)

The Colicoid Infiltrator-Series droid can make a Deception check to divert an opponent's attention and give the droid time to hide.

Penetrate Hull (2 swift actions, 1/turn)



The Colicoid Infiltrator-Series droid makes a melee attack at +13.

If successful, the attack deals 2d6+4 points of damage, or 16 points of damage against the hull of a vehicle or against solid walls and doors.

Rapid Shot (1 swift action, 1/turn)

The Colicoid Infiltrator-Series droid makes a ranged attack at +9.

If successful, the attack deals 4d8 points of damage.

Sneak (1 swift action, 1/turn)

The Colicoid Infiltrator-Series droid can slip past an opponent without being noticed by making a successful Stealth check opposed by the opponent's Perception check.

Snipe (1 swift action, 1/turn)

The Colicoid Infiltrator-Series droid can attempt to hide again after making a ranged attack from hiding.

Skills Perception +15, Stealth +18

Vital Systems 4 tool appendages, 2 vibroblades, 2 blaster rifles, vocabulator, shield generator (SR 20), climbing claws, holographic image disguiser, liquid cable dispenser, silence bubble generator

In the years preceding the blockade of Naboo, the Colicoid Creation Nest manufactured a large number of Infiltrator-Series droids for use by Separatist forces. The Infiltrator looks almost identical to the Droideka-Series model used extensively by the Trade Federation, except that it has four multijointed legs instead of three, and it has long, sharp, curved hooks (instead of blaster rifles) at the ends of its arms. Also, the Infiltrator has multiple nodes on its

body to hold additional tools and weapons, such as blaster rifles, grappling lines, and holographic image disguisers. Although not as popular with the Neimoidians and the Separatists as Droidekas and Eradicators, Infiltrators were deployed during the Clone Wars as ship-boarding units that would land on a starship's outer hull, cut their way through undetected, and hide until the right time to strike against the crew. Sometimes, an Infiltrator would perform its job so well that it would wipe out the entire crew before anyone realized what was going on.

Colicoid Infiltrator-Series droids can't be played as droid heroes.

ENCOUNTERING A COLICOID INFILTRATOR-SERIES DROID

When Colicoid Infiltrator-Series droids are encountered at all, they are usually found aboard starships. In the vast majority of such encounters, the droid is working alone to accomplish its mission, as is the case with this particular encounter. While aboard the ship, the Infiltrator has secured an isolated area of the vessel as its lair—the end of a corridor 16 squares long and 2 squares wide that is near the Engineering section. Since the droid has no allies, it keeps the light levels low in the area to mask its presence while resting or hiding from the members of the crew. When it detects anyone entering the corridor and heading in its direction, the droid activates its holographic image disguiser to appear as a computer console at the end of the dark hallway. If the ploy fails and the intruders continue to advance, the droid drops the disguise, activates its shield generator and silence bubble generator, and opens fire with both blaster rifles. With the silence bubble generator active, the blaster fire does not make enough noise to attract attention. If the intruders flee before being eliminated, the droid moves to the side of the corridor and reverts back to the holographic disguise for 30 minutes to make sure the danger has passed.

MODIFICATION: COMMUNICATIONS BEACON

On a low-tech world or in any location where it is difficult to reach someone by comlink, turning an Infiltrator-Series droid into a communications beacon is a highly appealing and fairly easy modification. Start by removing the droid's holographic image disguiser and silence bubble generator. In the chassis, install a long-range comlink connected to the droid's power source, which requires a DC 15 Mechanics check and 30 minutes of work. Add a pocket scrambler, requiring another DC 15 Mechanics check and 15 minutes of work. Next, add a comlink relay (similar to the one normally found in a CZ-Series secretary droid; see page 80) directly to the long-range comlink, which requires a DC 15 Mechanics check and 1 hour of work. Finally, reprogram the Skill Training and Skill Focus feats from Stealth to Use Computer. Once the modification is complete, the droid can receive multiple comlink signals and boost their range to 500 kilometers.

MODIFICATION: HEAVY WEAPONS TURRET

Transforming an Infiltrator droid into a heavy weapons turret seems simple enough, but the modification is actually somewhat complicated. The first, and possibly the easiest, step is to remove the vibroblades and climbing claws. Then, exchange the blaster rifles for two heavy repeating blasters, two blaster cannons, or a single E-Web repeating blaster. Alternatively, the droid could be equipped with up to four missile launchers. The holographic image disguiser and silence bubble generator must be removed to make room for more than two launchers, and an Infiltrator droid can launch only four missiles before an ally must perform a manual reload. Changing the weapons requires a DC 15 Mechanics check and 15 minutes of work for each weapon. To complete the modification, reprogram the droid's Weapon Proficiency (advanced melee weapons) feat to Weapon Proficiency (heavy weapons).

MODIFICATION: WALKING THRONE

Although walking thrones are available on the open market, very few offer defensive capabilities, and those that do are expensive. Modifying an Infiltrator droid to act as a walking throne allows its master to have a mode of transportation that also puts a good amount of firepower at his or her fingertips. First, rearrange the Infiltrator from an upright walking droid to a walking platform, which involves bringing the chest down to rest on top of its lower thorax and making the head face forward. This process requires a DC 20 Mechanics check and 4 hours of work. Next, permanently place the arms against the torso's side, remove the vibroblades, and position the blaster rifles to face forward. This part of the modification requires a DC 15 Mechanics check and 2 hours of work. Finally, securely install the seat onto the droid's back, which requires a DC 15 Mechanics check and 30 minutes of work.

SILENT DEATH

If there's one thing I can warn you about, it's Colicoid Infiltrator-Series droids. They're sneaky. Half the time, you don't hear them coming, and the other half, you wish you hadn't. I've heard stories about one of these droids floating across the void from a Separatist ship, attaching itself to a nearby Republic ship, and ripping its way through the hull. Then it camps somewhere inside and picks off the entire crew, one by one. I can't tell you how many empty ships are floating out in space because a single Infiltrator found its way inside. In fact, I just heard another story a few days ago. This smugg . . . uh, freighter captain I know picked up a distress signal somewhere near Dubrillion. He thought it was coming from a Republic cruiser. The signal had a repeating message—something about the crew being trapped in their own ship by a droid that appeared out of nowhere, cut someone down, then disappeared again. None of the crew—well, the ones that were still alive, anyway—could get a good look at it, and everyone was spooked. Sounds like an Infiltrator droid to me.



CZ-SERIES SECRETARY DROID

CZ-Series Secretary Droid

CL 0

Medium droid (3rd-degree) nonheroic 1

Init +0; Senses Perception +6

Languages Basic, Binary, Bocce, Huttese, 3 unassigned

Defenses Ref 10 (flat-footed 10), Fort 9, Will 11

hp 3; Threshold 9

Immune droid traits

Speed 6 squares (walking)

Melee unarmed -1 (1d3-1)

Ranged by weapon +0

Base Atk +0; Grp +0

Abilities Str 8, Dex 10, Con —, Int 15, Wis 12, Cha 14

Special Qualities comlink jammer, comlink relay, droid traits

Feats Linguist, Skill Focus (Knowledge [bureaucracy], Use Computer), Skill Training (Perception)

Skills Knowledge (bureaucracy) +12, Knowledge (galactic lore) +7, Perception +6, Use Computer +12

Systems walking locomotion, basic processor, 2 hand appendages, internal comlink (encrypted, long-range), locked access, vocabulator

Availability Licensed; Cost 8,280 credits

Comlink Jammer—As a standard action, the CZ-Series secretary droid can rapidly cycle through comlink frequencies, broadcasting loud static on all channels. Until the end of the droid's next turn, all comlinks (including encrypted comlinks) cease to function while within 12 squares of the droid.

Comlink Relay—A CZ-Series secretary droid can act as a relay for comlinks, allowing others who are in communication with the droid to make use of its long-range, encrypted comlink.

CZ-SERIES SECRETARY DROID

Medium droid (3rd-degree)

hp 3

Threshold 9

Move (1 swift action, 2/turn)

The CZ-Series secretary droid moves 6 squares (walking).

Comlink Jammer (1 swift action, 1/turn)

Until the end of the owner's next turn, all comlinks (including encrypted comlinks) cease to function while within 12 squares of the CZ-Series secretary droid.

Improve Access (2 swift actions, 1/turn)

The CZ-Series secretary droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.



Issue Routine Command (1 swift action, 1/turn)

The CZ-Series secretary droid issues a routine command to a computer that has a friendly attitude toward it.

Translator (1 free action)

The CZ-Series secretary droid translates to or from any language it knows.

Skills Knowledge (bureaucracy) +12, Knowledge (galactic lore) +7, Perception +6, Use Computer +12

Systems 2 hand appendages, internal comlink (encrypted, long-range), vocabulator, translator unit (DC 10)

Designed to serve as a communications assistant for bureaucrats, corporate executives, and military administrators, the CZ-Series secretary droid specializes in managing, organizing, and directing all forms of communications through a particular office or organization. The droid handles audio signals from comlinks, text and data messages through planetary computer networks, and holographic messages from the HoloNet. The droid has internal systems capable of acting as a switchboard, receiving, analyzing, and routing many communications simultaneously. Furthermore, it is programmed to receive instructions from its owner on how to prioritize incoming communications, ensuring that during the work day, only the most urgent messages and comlink requests are passed on. The CZ-Series secretary droid serves as a buffer between its owner and those who want to contact him or her, and it comes loaded with the most common languages spoken by its owner's associates. Once the owner links his or her comlink, datapads, portable computers, and other communications devices to the droid, its programming takes over, and the droid receives, sorts, and routes all messages.

CZ-Series secretary droids can be played as droid heroes.

PLAYING A CZ-SERIES SECRETARY DROID

Players who want to build a CZ-Series droid hero should take the stock protocol droid chassis (see page 13) and choose noble as the starting class, using the Linguist starting feat to replicate the droid's preloaded languages. Instead of starting with a translator unit, the CZ-Series droid gets the comlink jammer and comlink relay special qualities, as described in the full statistics block. Select Knowledge (bureaucracy), Knowledge (galactic lore), Perception, and Use Computer as four of the droid's starting skills. For additional trained skills, consider Gather Information to represent the droid's ability to filter through thousands of messages and sift out the best information, Knowledge (technology) to represent the droid's facility with communications networks and similar technology, and Persuasion to represent the droid's ability to deal with its owner's allies, clients, and coworkers in a pleasant manner. Be sure to purchase an encrypted, long-range comlink and the locked access accessory as a part of the droid's starting equipment.

MODIFICATION: IDENTITY THIEF

Con artists and scammers like this alteration, which tweaks the CZ-Series secretary droid's internal systems, shifting the focus from data routing to data replication. A secretary droid modified in this manner still routes and analyzes all incoming messages, but over time it builds a database of verbal, data, and holographic records pertaining to specific individuals. Eventually, the droid can piece together enough information to replicate an individual's mannerisms, speech patterns, voice, and holographic appearance.

To modify a CZ-Series secretary droid in this way, first reprogram its Knowledge (galactic lore) skill to the Deception skill, and reprogram the Skill Focus (Knowledge [bureaucracy]) feat to Skill Focus (Deception). Afterward, make similar adjustments to the hardware, which require a DC 25 Mechanics check and 8 hours of work. Once these modifications are complete, the droid loses its comlink jammer special quality and gains the ability to replicate the voice, mannerisms, and holographic appearance of a specific individual with whom it has had contact. The droid can do so only when communicating with someone remotely (via comlink, hologram, or other means), and it treats the deception as though it were two steps closer to a simple deception; for example, an incredible deception becomes only a moderate deception. (See page 65 of the Saga Edition core rulebook for more information on the Deception skill.)

MODIFICATION: PIRATE HOLONET TRANSCIVER

The CZ-Series secretary droid's internal communications systems are so sophisticated that they can be modified to allow the droid to act as a walking HoloNet transceiver. Usually, transceivers are found only aboard starships due to the communications equipment required to connect to the HoloNet, but this modification lets the droid tap into HoloNet satellites in hyperspace. The process is not cheap; the transceiver alone costs 50,000 credits, and modify-

ing the droid to use the transceiver costs another 3,000 credits in adapters, connectors, and memory buffers. Installing the components requires a DC 30 Mechanics check and 2 days of work. Afterward, the droid is considered to have "pirate" access to the HoloNet, and, if equipped with a holographic recorder/projector, can allow its owners to communicate in real time with other HoloNet-equipped beings anywhere in the galaxy.

MODIFICATION: SLICER'S PROXY

A CZ-Series secretary droid can be outfitted with special internal computer spikes that let the droid act as a slicer's proxy when connected to a secure network. Slicers who cannot penetrate a computer's security system from the outside sometimes make use of a CZ-Series droid instead, planting software routines within the droid. The next time the droid plugs into the secure network, the slicer's commands go out onto the network. This modification requires a Use Computer check to reprogram the droid (with a DC equal to the droid's Will Defense) and 30 minutes of work. However, instead of reprogramming the droid normally, the slicer makes multiple Use Computer checks and stores the check results in the droid's memory. The slicer can use these checks for any application of the Use Computer skill, including those granted by talents from the Slicer tree. When the droid next connects to the designated network, the slicer's commands are issued in the designated order, using the stored Use Computer check results and using the computer system's attitude toward the droid instead of its attitude toward the slicer. The modified droid can store a number of such commands equal to its Intelligence modifier; all commands still require the normal amount of time to complete.

OVERLOOKED ESPIONAGE

One benefit that CZ-Series secretary droids gain from their devotion to managing the menial tasks of their masters is that they make excellent spies. As unassuming assistants, these droids are often overlooked when espionage sweeps occur. One such CZ-Series unit that served as a communications droid in an Imperial Security Bureau office on Brentaal had been compromised secretly by the Rebel Alliance. When agents of the Empire discovered the presence of the Rebel cell, the conspirators were executed, but the droid was left in place, continuing to collect information for the Rebellion despite the fact that no one was there to receive it. The Alliance knows that it is only a matter of time before the Imperials realize that the droid stores sensitive data. The Rebels are likely in need of a team of skilled heroes to travel to Brentaal, break into the ISB office, retrieve the droid, and bring it—and its valuable memory banks—back to Alliance High Command.



DP-2 PROBE DROID

DP-2 Probe Droid

CL 6

Large starfighter/ground vehicle (speeder)

Init +6; Senses Perception +7

Defenses Ref 12 (flat-footed 10), Fort 14; +1 armor

hp 40; DR 5; Threshold 19

Immune droid traits

Speed fly 12 squares (max. velocity 575 km/h), fly 3 squares (starship scale)

Melee claw +4 (see below)

Ranged blaster cannon +2 (see below) and

Ranged space beacon launcher +2 (see below)

Fighting Space 2x2 or 1 square (starship scale); Cover none

Base Atk +0; Grp +9

Abilities Str 18, Dex 14, Con —, Int 14

Skills Initiative +6, Mechanics +7, Perception +7, Pilot +6,

Use Computer +7

Crew 0 (normal); Passengers none



DP-2 PROBE DROID

Cargo 15 kg; Consumables 2 days; Carried Craft none

Payload 16 space beacons

Availability Licensed; Cost 36,500 credits

Blaster cannon

Atk +2, Dmg 3d12

Claw

Atk +4, Dmg 1d6+4

Space beacon launcher

Atk +2, Dmg —

DP-2 PROBE DROID

Large droid (2nd-degree)

hp 40

Threshold 19 (DR 5)

Move (1 swift action, 2/turn)

The DP-2 probe droid moves 12 squares (flying).

Extended Sensor Range (1 swift action, 1/turn)

Through telemetry, the DP-2 probe droid's master can reroll Perception checks when using a vehicle's sensors.

Extended Weapon Range (1 swift action, 1/turn)

Through telemetry, the DP-2 probe droid can reduce its master's range penalties by up to two categories, but both the droid and its master must have line of effect to the target.

Patch Job (1 swift action, 1/turn)

The DP-2 probe droid makes fast, temporary repairs to any disabled mechanical or electronic device. The number of hit points restored equals the result of the droid's Mechanics check.

Reconnoiter (1 swift action, 1/turn)

The DP-2 probe droid can help its master determine their location by examining their surroundings, granting a +2 circumstance bonus to its master's Perception check when using a vehicle's sensors.

Telemetry (1 swift action, 1/turn)

The DP-2 probe droid can transmit what it sees and hears to its master's display or vehicle. This system is most effective when the droid is at least 30 squares away.

Skills Initiative +6, Mechanics +7, Perception +7, Pilot +6,

Use Computer +7

Vital Systems 1 claw appendage, space beacon launcher with 16 beacons, blaster cannon

ENCOUNTERING A DP-2 PROBE DROID

Most often, a DP-2 probe droid is found performing an initial assessment of a newly discovered world, scouting ahead for its master while on a planet, or staying within line of sight of its master while it watches their camp's perimeter. In this encounter, a DP-2 probe droid patrols the edge of its master's camp in the middle of a large, grassy field on a temperate world. The droid floats along at a leisurely but steady pace at a distance of about 20 squares from the camp when the heroes arrive. When the DP-2 detects them, it alerts its master and his companions before bringing its blaster cannon to bear and demanding the reason for the heroes' presence. If they do not give a sufficient answer within 1 round, the droid warns them to turn back or it will open fire. If the heroes do not leave, the droid intentionally fires at the ground in front of them to try to scare them away. The DP-2 expects its master and up to three of his friends to arrive within 2 rounds to back it up.

Even before the advent of the Mandalorian Wars and the Jedi Civil War, Duwani Mechanical Products produced a vast number of droids for many facets of society. With a good portion of space still unexplored, Duwani created a probe droid for the scouts and explorers that roam the galaxy. The DP-2 has an ovoid body with a face at one end and six arms that extend away at equidistant points around the middle of the chassis. The arms give the droid the appearance of constantly being in flight, even when it is motionless. The front end of the chassis hosts a highly sensitive sensor suite designed to scan for biological, chemical, and electromagnetic signatures as well as for various forms of life. The arms hold different tools that the DP-2 uses to collect samples and specimens when exploring new worlds. In the event that the DP-2 is used to track a course or guide its master to a destination, it contains a space beacon system that can deploy up to 16 beacons. The droid also carries a blaster cannon in case it encounters hostile lifeforms during its journey.

DP-2 probe droids can't be played as droid heroes.

MODIFICATION: BLOCKADE BREAKER

If the situation ever arises where one is stuck behind a planetary blockade and escape seems hopeless, this modification of the DP-2 probe droid just might do the trick. The idea is to send the droid ahead to distract the blockade from noticing the vehicle carrying those trying to escape. Preparing the droid for such a task is not difficult and takes little more than a day. The first and probably most important part of the process is removing the space beacon launcher and replacing it with a starship-grade SR 25 shield generator to increase the odds that the droid will survive the encounter. Installing the

system requires a DC 35 Mechanics check, 4 hours of work, and raw materials worth 1,500 credits. To make sure that sufficient power is available for the shield generator, add a secondary battery dedicated entirely to that purpose (a task requiring 4 hours of work and raw materials worth 1,000 credits). Finally, adding maneuvering jets helps the droid avoid incoming fire and improves its ability to successfully pilot through the blockade; this process requires 8 hours of work, costs 2,000 credits, and gives the droid a +2 bonus to its Dexterity score.

MODIFICATION: COURIER DROID

Sometimes, cargo needs to be delivered to a recipient, but the sender wants to keep his or her identity secret or avoid possible hostile reactions to the package. Configuring a DP-2 probe droid to deliver the package is a good way to accomplish such a task. To modify the DP-2 droid in this manner, start by removing the space beacon launcher and installing 20 kilograms of internal storage in its place. Replace the droid's sublight drive with one that increases its speed to 4 or 5 squares to improve its chance of reaching its destination in a timely manner—and to reduce the risk that the droid will be stopped by forces seeking to intercept it. Installing a holographic image disguiser can help the droid fool observers into thinking that it is nothing more than a meteor or a piece of space junk. Finally, adding a hyperdrive allows the DP-2 to journey to other star systems, which further helps its master avoid entanglements. The entire cost of this modification is 31,300 credits. The entire modification can be done in 2 days with a single DC 35 Mechanics check. The end result is that the droid has a sublight speed of 4 squares (starships scale), a holographic image disguiser, a ×8 hyperdrive, and 20 kg of internal storage space.

EXTENDED TRAVELS



The DP-2 probe droid that Duwani Mechanical Products built was quite popular in its day. I'm surprised they didn't put all the scouts out of business. Those droids were pretty good at what they did. I suppose that's why Duwani didn't equip them with hyperdrives. If they did that, we wouldn't need starships anymore, eh? We could just send DP-2s out to deliver our messages or find new planets for us to colonize. But I suppose that some people would still want to travel the stars, and I would be glad for that—so I could sell them some of my other droids. You know, now that you mention it, friend, there's this customer of mine who flew off to Dantooine. Something happened when he reached the system. I got a message from him saying that some droid shot out his engines when he approached one of the outer planets, and now he's drifting, caught in the planet's gravity well. The description of the droid he gave me sure sounds like a DP-2. Maybe you could go rescue him and bring him back here? He still owes me credits.

DROIDEKA MARK II

Droideka Mark II

CL 8

Large droid (4th-degree) nonheroic 12/soldier 4

Force 3

Init +16; Senses Perception +15

Languages Basic (understand only), Binary

Defenses Ref 18 (flat-footed 15), Fort 19, Will 16

hp 80; SR 20; Threshold 29

Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)

Melee unarmed +16 (1d4+5)

Ranged laser cannon +17 (3d8+2) or

Ranged laser cannon +12 (5d8+2) with Burst Fire or

Ranged laser cannon +15/+15 (3d8+2) or

Ranged laser cannon +10/+10 (5d8+2) with Burst Fire

Ranged ion cannon +17 (3d8+2 ion) or

Ranged ion cannon +12 (5d8+2 ion) with Burst Fire or

Ranged ion cannon +15/+15 (3d8+2 ion) or

Ranged ion cannon +10/+10 (5d8+2 ion) with Burst Fire

Fighting Space 2x2; Reach 1 square

Base Atk +13; Grp +21

Atk Options autofire (laser cannons), Burst Fire, Rapid Shot,

Running Attack

Special Actions Devastating Attack (rifles), Penetrating Attack (rifles)

Abilities Str 17, Dex 16, Con —, Int 8, Wis 14, Cha 7

Special Qualities droid traits

Talents Devastating Attack (rifles), Penetrating Attack (rifles)

Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Damage Threshold, Rapid Shot, Running Attack, Skill Training (Initiative), Triple Crit, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles)

Skills Initiative +16, Perception +15, Stealth +6

Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), internal comlink, bronzium shell (+5 armor; treat as quadanium plating)

Possessions 2 laser cannons (treat as blaster rifles), 2 ion cannons (treat as ion rifles)

Availability Military; Cost 31,435 credits

DROIDEKA MARK II

Large droid (4th-degree)

hp 80

Threshold 29 (SR 20)



Move (1 swift action, 2/turn)

The Droideka Mark II destroyer droid moves 2 squares (walking). If the droid takes two swift actions to move in the same turn, it changes into wheeled mode and moves 10 squares.

Avoid Surprise (1 free action)

The Droideka Mark II destroyer droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Blaster Barrage (2 swift actions, 1/turn)

The Droideka Mark II destroyer droid makes two ranged attacks at +10. If successful, each attack deals 5d8+2 points of damage.

Rapid Shot (1 swift action, 1/turn)

The Droideka Mark II destroyer droid makes a ranged attack at +15. If successful, the attack deals 4d8+2 points of damage.

Twin Blaster Burst (1 swift action, 1/turn)

The Droideka Mark II destroyer droid makes a ranged attack at +17. If successful, the attack deals 3d8+2 points of damage.

Skills Initiative +16, Perception +15, Stealth +6

Vital Systems 2 tool appendages with laser cannons (treat as blaster rifles), shield generator (SR 20), internal comlink

ENCOUNTERING A DROIDEKA MARK II

The heroes need to make a quick exit in a landspeeder. They hop on board, the pilot puts the pedal to the floor, and they're off. Everything seems quiet for a moment, then the hum of Droidekas gets louder and louder. The chase is on! The Droidekas concentrate on damaging the heroes' vehicle. The Gamemaster should set the number of turns the chase will last. Characters not at the wheel can help by taking aid another actions as well as by targeting the droids' other defenses. A droid's Will Defense can be used in case it is forced into oncoming traffic, lured away by another vehicle, and so on. To keep things moving, have such tactics affect the droid's condition track. If the heroes manage to elude the Droidekas for the designated number of turns, they pull off one last spectacular stunt, leaving the droids in the dust and laughing all the way back to their ship.

The Droideka is one of the iconic droids of the Clone Wars and a terrifying symbol of the droid army's efficiency. The design has its flaws, but any veteran of the Clone Wars can tell you a story of how a Droideka changed the tone of a battle. The original Droideka model was decommissioned after the Clone Wars and soon became a distant nightmare. However, the Zann Consortium discovered a manufacturing facility on the planet Hypori during the Galactic Civil War. It engaged Jabba the Hutt in a battle for the facility, which produced the Droideka Mark II. The Consortium was victorious, and new Droidekas soon appear in the hands of mercenary units and private armies across the galaxy. The nightmare has returned.

Droideka Mark II droids can't be played as droid heroes.

MODIFICATION: MAGNETIC STARSHIP TURRET

The Droideka Mark II is an impressive antivehicle weapon, but leave it to those on the galactic fringe to make a good weapon even better. Smugglers allied with the infamous Riders of the Maelstrom use this modification to circumvent strict starship weapons regulations. They keep a powered-down Droideka in the cargo bay, and if the situation gets hot, they open the bay door and let the droid walk out onto the hull to discourage pursuit. This trick has yet to gain widespread use outside the Outer Rim, although a few system patrols are already wise to it.

This modification begins by removing the Droideka's shield generator; when deployed as a turret, the droid is under the protection of the starship's shields. This change requires a DC 20 Mechanics check and about 30 minutes of work. Next, divert the power from the shields to a magnetic coupler attached to the droid's legs, which requires a DC 25 Mechanics check and 1 hour of work. The coupler allows the droid to stick to the ship's hull. Although the droid can move along the hull during combat, most settle into an optimum firing position as soon as possible.

At the Gamemaster's discretion, installation can proceed if either Mechanics check fails, but the coupler will not be installed properly. Failure to install the coupler properly means that whenever the pilot makes a Pilot check, the droid must make an Acrobatics check with a DC equal to the pilot's DC. If the droid fails this check, the coupler fails to hold the droid to the hull.

MODIFICATION: SITH JEDI HUNTER

The Droideka is one of the most powerful ground units in the Clone Wars. Encounters between Droidekas and Jedi often end in stalemates. The Droideka's blaster fire can be blocked by the Jedi's lightsaber, but the Jedi's weapon might be unable to penetrate the droid's shielding. By the time the Zann Consortium upgraded the Droideka, the Jedi were fading from the galaxy. But followers of the dark side knew there were still Jedi to eliminate, and the Mark II provided them with the platform to do so.

To modify the droid into a Sith Jedi hunter, rebalance and enhance its gyroscope, which makes it less vulnerable to telekinetic attacks. This change requires a DC 20 Mechanics check and 1 hour of work. The rebalancing slows the droid to a wheeled speed of 3 but gives it a defensive bonus of +2 against the use of *Force push*, *Force pull*, and *Force slam*. Next, rewire the droid's fire control systems so the blaster cannons fire simultaneously; this change requires a DC 25 Use Computer check and 30 minutes of work. Firing the cannons in this manner is a full-round action, and the DC of any Use the Force check made to block or deflect this attack is increased by 10. Finally, replace the ion cannons with a pair of high-frequency emitters that disrupt the crystals used in lightsabers, a change that requires a DC 25 Mechanics check and 1 hour of work. The emitters weaken the lightsaber beam and reduce its damage by 1d8 points per attack. However, when the emitters are engaged, they interfere with the droid's shield generator, reducing its shields to 0.

USE ONLY GENUINE DROIDEKA PARTS



The Mark II is meaner version of the old Droideka. Almost everyone in the market for a Droideka really wants a Mark II, and who can blame them? The Zann Consortium improved the design in a lot of ways. Sure, you can use aftermarket kits they sell, but the design is solid enough that you won't really need them. Any Jawa with decent repair bay and right amount of credits can make the Mark II fit whatever role you need. The secret? Mark II parts and original Droideka parts are practically interchangeable. That good news for us, because after the Clone Wars, we were swamped with banged-up Droidekas that nobody wanted to buy. Smart Jawas fixed them up as best they could to provide security for sandcrawlers. Tatooine's not so bad, but other places require armed security to keep the merchandise from being carried away. But be warned. Unscrupulous Jawas, unlike myself, might sell you a Mark I Droideka with a Mark II casing and a Mark II price tag.

DT-16 "DESTRUCTOR" BATTLE DROID

DT-16 "Destructor" Battle Droid

CL 2

Large droid (4th-degree) nonheroic 6

Init +3; Senses Perception +11

Languages Basic, Binary

Defenses Ref 11 (flat-footed 11), Fort 16, Will 11

hp 38; Threshold 21

Immune droid traits

Speed 8 squares (walking)

Melee unarmed +10 (1d4+6)

Ranged blaster rifle +4 (3d8) or

Ranged blaster rifle +2 (4d8) with Rapid Shot or

Ranged grenade launcher +4 (4d6, 2-square burst)

Fighting Space 2x2; Reach 1 square

Base Atk +4; Grp +15

Atk Options autofire (blaster rifle), Point Blank Shot, Rapid Shot

Abilities Str 22, Dex 11, Con —, Int 10, Wis 12, Cha 5

Special Qualities barrage, droid traits

Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles)

Skills Perception +11, Stealth -2

Systems basic processor, walking locomotion, 2 hand appendages with concealed weapons (see Possessions), 1 tool appendage, improved sensor package, vocabulator, internal storage (6 kg), plasteel shell (+2 armor)

Possessions 2 blaster rifles (concealed in arms), grenade launcher with 12 frag grenades

Availability Military; Cost 13,725 credits

Barrage—The DT-16 battle droid can forgo its normal actions for one round to launch three grenades at three adjacent opponents. By doing so, it grants all allies within 3 squares of the droid a +2 circumstance bonus to their Reflex Defense against attacks from those opponents until the start of the droid's next turn.

DT-16 "DESTRUCTOR" BATTLE DROID

Large droid (4th-degree)

hp 38

Threshold 21

Move (1 swift action, 2/turn)

The DT-16 battle droid moves 8 squares (walking).

Barrage (3 swift actions, 1/turn)

The DT-16 battle droid makes a ranged attack against three adjacent opponents to grant a +2 circumstance bonus to the Reflex Defense of all allies within 3 squares of the droid until the start of its next turn.

Patrol Duty (1 swift action, 1/turn)

The DT-16 battle droid makes a Perception check against a target's Stealth check. If the check is successful, the droid detects the target.

Rapid Shot (1 swift action, 1/turn)

The DT-16 battle droid makes a ranged attack at +2. If successful, the attack deals 4d8 points of damage.

Skills Perception +11, Stealth -2

Vital Systems 2 hand appendages with concealed blaster rifles, 1 tool appendage, grenade launcher with 12 frag grenades, vocabulator, internal storage (6 kg)

During the height of the Mandalorian Wars, a number of manufacturing companies designed and marketed various battle droids as their contribution to the war effort. Although the droids were not used as much as the companies had hoped, the sudden appearance of so many different types of battle droids was a boon for mercenaries and local militias. The DT-16 battle droid, created by Droidworks, represents the trend followed by a number of smaller companies at the time. Nicknamed "destructor" by those that tested the droid series in the field, the DT-16 stands about 2.7 meters tall and appears much like a muscular humanoid, with broad shoulders and a bulky torso. The droid has a hand at the end of each of its two arms; the hands can be switched quickly with blaster rifles stored in its arms. The chest holds a built-in grenade launcher behind a sliding panel and a connected storage unit that can hold up to 12 grenades. Combined with decent armor and a superior sensor array, the DT-16 can be a fearsome foe on the battlefield.

DT-16 "destructor" battle droids can't be played as droid heroes.

ENCOUNTERING A DT-16 BATTLE DROID

Trying to make their way through a starship they have just boarded, the heroes find their path blocked by two DT-16 battle droids and a Mark IV assault droid that all bear the marks of a mercenary unit hired by the Sith. While the Mark IV charges forward at the heroes, the DT-16s advance more slowly, exchanging their hands for their blaster rifles and opening fire. The DT-16s continue to fire while closing the gap with the heroes and switch to melee once within range—provided that the Mark IV has not eliminated the intruders already. If the heroes dispatch the Mark IV or unleash a lot of firepower, the destructors try to find cover and continue to shoot. If the droids have not finished off the heroes after several rounds, the DT-16s throw a grenade or two at them. Finally, if all else fails, one of the DT-16s retreats to summon reinforcements while the other remains behind to pin the heroes down until help arrives.



MODIFICATION: SENTRY DROID

Modifying a DT-16 battle droid from an aggressive combatant to a defensive sentry seems simple enough, but the process involves a number of changes to make the droid effective within its new parameters. First, outfitting the droid with darkvision (as per the droid accessory) allows it to function at any time of the day or night without assistance. Adding a glowrod to the side of its head might seem redundant when combined with darkvision, but it is useful for companions that cannot see in other spectra, reduces the vision of intruders, and allows the droid to shine a light on enemy targets. The glowrod can be added with a DC 15 Mechanics check and 1 hour of work. Next, install an internal comlink so the droid can maintain contact with headquarters while on patrol duty; this change requires another DC 15 Mechanics check and 1 hour of work. Change the grenades from frag grenades to stun grenades. Finally, reprogram the droid to replace the Toughness feat with the Skill Focus (Perception) feat to complete the modification.

MODIFICATION: ANTIVEHICLE DEFENSE DROID

This modification is useful for military units in the field that expect to face enemy vehicles. It supplements the droid's weapons array with armaments that are better suited for use against vehicles than against infantry. Start by adding two tool mounts to the droid's shoulders, one on each side, requiring a DC 20 Mechanics check and 2 hours of work. Next, mount a missile launcher on each of the new shoulder mounts, and add 10 kilograms of additional internal storage space for holding two extra magazines of missiles, using normal droid modification rules. Construct a loading system for the launchers in which spent magazines are ejected and new ones are loaded automatically from the storage space. This system allows the magazine change to take place as a standard action instead of a full-round action. Building this system requires a DC 25 Mechanics check and 1 day of work. Reprogram the Toughness feat into the Far Shot feat, and the droid is ready to go.

MODIFICATION: LIGHT CONSTRUCTION DROID

Given the droid's height and strength, the DT-16 seems to be suited as much for construction work as for warfare. Many builders agree and actively seek out the droids just for this modification. Start by removing the blaster rifles and grenade launcher—construction droids have no need for weaponry—and expand the storage space to at least 10 kilograms. Next, remove the hand appendages and replace them with claw appendages, which requires a DC 20 Mechanics check and 2 hours of work. After that, add a second tool appendage with another DC 20 Mechanics check and 1 hour of work. Place a laser cutter and an electric arc welder onto the tool mounts. Install a diagnostics package as a way to verify that the droid's construction work is done properly. Finally, reprogram the droid's skill set, changing Perception to Mechanics.

OLD CARGO

I've heard of the DT-16 battle droid. Never seen it, but heard of it. What I do know about them is they stand head and shoulders above most of battle droids you see today. And they really pack a punch! But I also heard they have issues with following orders. Something hard-wired in personality matrix or something. I would love to get my hands on a DT-16 and look inside. Oh, that reminds me! A customer—buys lots of droids from me, and who knows what he does with them all—told me he found heavily damaged ship floating in deep space somewhere near Elrood Sector. He managed to dock with it and look around a bit. He found one of the cargo holds was still intact, despite hull breaches. He found the manifest and gave me copy. It says all kinds of old and archaic droids are on board that ship, including a half dozen DT-16s! If you could get me some of those droids, I'd pay good credits. But look out for pirates out there.



DUELIST ELITE TRAINING DROID

Duelist Elite Training Droid

Medium droid (4th-degree) soldier 1

Force 2

Init +7; Senses Perception +0

Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 15, Will 11

hp 30; Threshold 15

Immune droid traits

Speed 6 squares (walking)

Melee rapier +4 (1d8+4)

Ranged by weapon +3

Base Atk +1; Grp +3

Abilities Str 15, Dex 14, Con —, Int 11, Wis 10, Cha 10

Special Qualities droid traits

Talents Weapon Specialization (simple weapons)

Feats Armor Proficiency (light, medium), Weapon Focus (simple weapons),

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7, Perception +0, Treat Injury +5, Use Computer +5

Systems heuristic processor, walking locomotion, 2 hand appendages, vocabulator, durasteel shell (+4 armor)

Possessions rapier

Availability Restricted; Cost 11,330 credits

DUELIST ELITE TRAINING DROID

Medium droid (4th-degree)

hp 30

Threshold 15

Move (1 swift action, 2/turn)

The Duelist Elite training droid moves 6 squares (walking).

Fencing Assistance (1 swift action, 1/turn)

The Duelist Elite training droid assists a character's attack, providing a +2 bonus to the roll.

First Aid (2 swift actions, 1/turn)

The Duelist Elite training droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level +1 for every point the check was successful. A character can be treated with first aid in this manner only once per day.

CL 1

Rapier Thrust (1 swift action, 1/turn)

The Duelist Elite training droid makes a melee attack at +4. If successful, the attack deals 1d8+4 points of damage.

Skills Initiative +7, Perception +0, Treat Injury +5, Use Computer +5

Vital Systems 2 hand appendages, vocabulator, rapier

The galaxy can be a dangerous place, and the one thing the rich are always looking to buy is security. Trang Robotics' Duelist Elite training droid is a refined, knowledgeable opponent in the art of fencing. It also makes an excellent addition to household staff and is a great conversation piece for a grand ball. This durable droid comes standard with durasteel-alloy construction so you won't have to hold back as you progress from cautious novice to master swashbuckler. The Duelist Elite comes preprogrammed with rapier, epee, and saber dueling programs. Other programs are available from the manufacturer. Trang Robotics is not liable for any damage caused by reprogrammed droids.

Duelist Elite training droids can be played as droid heroes.

PLAYING A DUELIST ELITE TRAINING DROID

The Duelist Elite is a droid of the rich and is programmed as such. Although they are not as well versed in etiquette as protocol droids, they are expected to be proper servants—polite, well spoken, and unobtrusive. The Duelist Elite was built to help its master improve his or her combat skills, and it also generally takes on duties as head of the household servants if these droids need a voice for their desires. Willingly or otherwise, the Duelist Elite often becomes a leader among droids.

When creating a Duelist Elite droid hero, consider taking levels in soldier to specialize in close combat and melee weapons. The noble class also has a few talents worth looking into. The Melee Duelist talent tree from the *Knights of the Old Republic Campaign Guide* is one obvious choice.

MODIFICATION: LIGHTSABER SPARRING PARTNER

Some Jedi come from wealthy families that still support them when they take up the lightsaber, providing improved equipment and training to the sons and daughters who join the Order. Modifying a Duelist Elite droid to teach lightsaber combat styles is rare but not unheard of. Trang Robotics donated one to the Jedi Council on Coruscant, but Master Windu felt that part of learning control of the lightsaber was learning how to fight without going all out, a level of control unnecessary when sparring with a Duelist Elite.

Fighting with a lightsaber is much different from fighting with a fencing weapon. The droid must be reprogrammed with the basics of lightsaber techniques, which requires a DC 11 Use Computer check and a training module that costs 1,000 credits. If the reprogramming is successful, the droid gains the Weapon Proficiency (lightsabers) feat and loses Weapon Proficiency (pistols).

MODIFICATION: SITH WEAPONMASTER

Sith pride themselves on aggression. They believe they can defeat an opponent no matter what weapon they face or how and when they are attacked. Duelist Elite droids that fall into Sith hands are often turned into something a half step removed from an assassin droid. They are armed with a variety of weapons and reprogrammed to strike at their masters at any time without notice. Although the droids rarely succeed, they do their duty with the unshakable tenacity that only a machine can muster.

To modify a Duelist Elite in this manner, begin by removing its programming safeguards, which requires a Use Computer check against the droid's Will Defense. If the check is successful, the droid will no longer stop automatically when its opponent's hit points fall to single digits. Next, reprogram the droid to favor a specific type of weapon, which requires a DC 25 Mechanics check and 30 minutes of work. Finally, swap one or more of the droid's current feats for others. But beware: If the droid is disabled or otherwise shuts down, it reverts to its original programming when restarted.

MODIFICATION: STILETTO DROID

The nobility of the Tapani Sector settle their differences with duels. In addition to being educated and graceful, nobles are expected to be deadly with a blade, and they have discovered a way for the droid to play a part in the intrigues of the noble houses. Turning the Duelist Elite into an outright



assassin would be considered bad form, but giving the droid a few weapons that might kill a rival "accidentally" during practice is business as usual. A few nobles keep these so-called stiletto droids around on purpose to prove that they can handle any threat that comes their way.

The modification begins with programming a hidden command into the droid, which requires a Use Computer check against the droid's Will Defense and 30 minutes of work. (Erasing the command trail that leads back to the programmer increases the check DC by 10.) If the modification is successful, the droid is programmed to reveal and use a hidden weapon on a specific signal, such as a dropped handkerchief or a spoken keyword. This signal can also be an action taken by the intended target, such as lowering a weapon or turning his or her back on the droid. Next, install a weapon, such as a small knife or blaster, somewhere in the droid, usually concealed within the arm or torso. This installation requires a DC 20 Mechanics check and 1 hour of work. Detecting the weapon requires a Perception check against the result of the Mechanics check made to install it or against the droid's Will Defense, whichever is higher. The first time the droid makes an attack with this weapon, it does so as if its target is flat-footed.

THE DROID FROM LAMAN



Duelist Elite droids are a luxury purchase, and I usually don't go out of my way to carry them. Do not misunderstand me, my friend—a Duelist Elite is a quality droid. It is a good hand-to-hand combatant and an excellent training tool, and it makes a good impression when you make an entrance with one of these droids at your side. But who really needs to spend their credits on something like this, eh? I've dealt with a Duelist Elite only once, and that was as a customer rather than a product. QX-73 walked into my shop looking to buy a pair of droids—a protocol and an astromech. I showed it a few models, mostly to humor it. Such a funny little droid. Normally, if a droid is sent to purchase other droids, it is given credits or a credit authorization from its master. But this Duelist Elite tried to trade me what it called a lightsaber. I think the droid believed it was a Jedi! If that poor delusional thing is still out there somewhere, it needs a memory wipe as soon as possible.

E522 ASSASSIN DROID

E522 Assassin Droid

Medium droid (4th-degree) scout 1/soldier 6

Force 4

Init +9; Senses darkvision; Perception +10

Languages Basic, Binary

Defenses Ref 24 (flat-footed 23), Fort 23, Will 17

hp 74; Threshold 23

Immune droid traits

Speed 6 squares (tracked)

Melee unarmed +10 (1d4+7)

Ranged heavy repeating blaster +7 (3d10+3) or

Ranged heavy repeating blaster +5 (4d10+3) with Rapid Shot or

Ranged ion rifle +7 (3d8+3 ion) or

Ranged ion rifle +5 (4d8+3 ion) with Rapid Shot or

Ranged missile launcher +7 (6d6+3) or

Ranged needler gun +7 (see below)

Base Atk +6; Grp +10

Atk Options autofire (heavy repeating blaster), Cover Fire, Devastating

Attack (heavy weapons), Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Battle Analysis

Abilities Str 18, Dex 13, Con —, Int 11, Wis 11, Cha 12

Special Qualities droid traits

Talents Acute Senses, Battle Analysis, Cover Fire, Devastating Attack (heavy weapons)

Feats Armor Proficiency (light, medium, heavy), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Initiative +9, Knowledge (tactics) +8, Perception +10 (can reroll), Stealth +9, Survival +8

Systems basic processor, tracked locomotion, 2 claw appendages, 2 tool appendages with multifunction apparatus, darkvision, improved sensor package, locked access, vocabulator, neutronium plating (+11 armor)

Possessions heavy repeating blaster, ion rifle, missile launcher with 6 hunter-seeker missiles, needler gun with neurotoxin darts (treat as slugthrower rifle)

Availability Military; Cost 28,535 credits

Hunter-Seeker Missiles—When the E522 assassin droid attacks with this weapon, the missile locks on a chosen target and permits the droid to make an attack roll once per round until the missile either hits the intended target or misses for five consecutive rounds.

Neurotoxin Darts—On a successful attack with a neurotoxin dart on a living creature, the target is injected with a paralytic poison (see page 255 of the Saga Edition core rulebook).

CL 7

E522 ASSASSIN DROID

Medium droid (4th-degree)

hp 74

Threshold 23

Move (1 swift action, 2/turn)

The E522 assassin droid moves 6 squares (tracked).

Cover Fire (1 swift action, 1/turn)

When the droid makes a successful ranged attack, all of its allies within 6 squares of the droid gain a +1 bonus to their Reflex Defense until the start of the droid's next turn.

Paralyze Opponent (1 swift action, 1/turn)

When the droid makes a successful ranged attack with its needler gun, the droid can paralyze an opponent (see Paralytic Poison on page 255 of the Saga Edition core rulebook).

Rapid Shot (1 swift action, 1/turn)

The E522 assassin droid makes a ranged attack roll at +5 with either its heavy repeating blaster or its ion rifle. If successful, the attack deals either 4d10+3 points of damage or 4d8+3 points of ion damage, depending on the weapon used.

Skills Initiative +9, Knowledge (tactics) +8, Perception +10 (can reroll), Stealth +9, Survival +8

Vital Systems 2 claw appendages, 2 tool appendages with multifunction apparatus, vocabulator, heavy repeating blaster, ion rifle, missile launcher with 6 hunter-seeker missiles, needler gun with neurotoxin darts (treat as slugthrower rifle)

ENCOUNTERING AN E522 ASSASSIN DROID

While visiting a dignitary in his office, the heroes are surprised to see their host assassinated right before their eyes, shot in the back of the head through the window behind him. The heroes spot an E522 assassin droid in the building across the street. Rushing to that structure, they see the droid as it approaches a turbolift on the far end of the building. The assassin droid turns to face the heroes and opens fire with its heavy repeating blaster. If possible, the E522 also targets with its ion rifle any droids that it sees, attempting to immobilize them. If combat lasts for more than 5 rounds, the assassin droid fires a hunter-seeker missile at one of the more troublesome heroes. If a hero closes to melee range, the droid engages that character in unarmed combat and tries to take him or her out before resuming its blaster attacks on the rest of the group. After 10 rounds of combat, the E522 assassin droid attempts to flee.



During the formative years of the Empire, Sienar Intelligence Systems received a commission to build a weapons-laden droid to be used by the Emperor himself. Neither the reason for the droids nor the origins of the design were known at the time the commission was made. Records recovered by New Republic slicers after the fall of the Empire state that the plans were drafted by Sienar developers with the assistance of droid designers retained from the Techno Union after that organization was folded into the Imperial infrastructure. Soon after completion, the E522 assassin droids were delivered as promised. Little did the public know that the droids would be used to permanently silence Emperor Palpatine's critics as the Empire consolidated its rule of the galaxy.

Built to look like a being with a very strong upper body, an E522 assassin droid moves on tracked feet. It seeks prey with a high-grade sensor suite installed into its flat head and unleashes an array of weapons on its target with relentless precision.

E522 assassin droids can't be played as droid heroes.

MODIFICATION: HEAVY WEAPON SUPPORT

Given the droid's sheer size and ability, many people are not surprised to learn that E522s can be altered to provide heavy weapon support for military units on the battlefield. To perform this modification, first install a shield generator with a rating of at least 10. Next, remove the needler gun and ion rifle. Remove the missile launcher from the droid's left appendage and reinstall the weapon on the droid's shoulder. Add a second missile launcher on the opposite shoulder, and add a missile-loading system and 16 kilograms of storage space with a DC 15 Mechanics check and 2 hours of work. Place another heavy repeating blaster next to the first one, and add a grenade launcher where the first missile launcher used to be. Reprogram the Weapon Proficiency feats for pistols and simple weapons to Dual Weapon Mastery I and Far Shot. Finally, add a fire-link system, which will allow the droid to fire its heavy repeating blasters simultaneously as a single standard action with a -2 penalty; this change requires a DC 25 Use Computer check and 2 hours of work.

PARANOIA



I've heard a lot of things about the E522 assassin droid, and they're enough to give me nightmares. It carries enough firepower to give the heartiest soldier pause. You can't hear it coming because it moves so quietly. The droid can sneak up on you and blow your head off before you know what's happened. It never sleeps, and it doesn't stop until its target is dead—period. That said, I did get an opportunity to see an E522 in action, however briefly. I was having lunch with an associate when I heard a blaster discharge. A dignitary eating a few tables down suddenly dropped face-down into his soup, and people started screaming. I looked around and saw an E522 pulling back from an upper-level window across the street. Nobody ever caught the droid, and the official report said that the victim had a heart attack. I know the Empire covered that story up.

Speaking of cover-ups, a high-society person I know believes that she's being followed by one of these assassin droids, although she claims to have no idea why she might be a target. Not sure if her story is true or not, but she's currently hiding out on Ord Mantell and needs some protection—maybe even someone to take the droid out. Think you got the guts for this one?

EI-9 NETWORK SECURITY DROID

EI-9 Network Security Droid

Medium droid (2nd-degree) nonheroic 3/scoundrel 3/scout 4

Force 3

Init +11; Senses low-light vision; Perception +13

Languages Basic, Binary, 3 unassigned

Defenses Ref 22 (flat-footed 21), Fort 19, Will 20

hp 36; Threshold 19

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +7 (1d3+3)

Ranged blaster rifle +8 (3d8+3) or

Ranged blaster rifle +6 (4d8+3) with Rapid Shot

Base Atk +7; Grp +8

Atk Options Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Sniper

Special Actions Gimmick, Master Slicer, Quick Draw

CL 8

Abilities Str 10, Dex 13, Con —, Int 16, Wis 13, Cha 10

Special Qualities defense in depth, droid traits, precision locator, quick-load hidden core

Talents Acute Senses, Gimmick, Improved Initiative, Master Slicer

Feats Armor Proficiency (light, medium), Improved Defenses, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Sniper, Skill Focus (Use Computer), Weapon Proficiency (pistols, simple weapons)

Skills Initiative +11 (can reroll), Knowledge (technology) +13, Perception +13 (can reroll), Use Computer +18

Systems walking locomotion, heuristic processor, 2 hand appendages, 2 tool appendages, scomp link, improved sensor package, internal comlink, wireless link data port, hidden core, vocabulator, duranium plating (+8 armor)

Possessions blaster rifle

Availability Restricted; Cost 23,840 credits

Defense in Depth—After successfully defeating an opponent's Use Computer check to issue a routine command, an EI-9 droid automatically worsens the computer's attitude toward the opponent by one step.

Precision Locator—Whenever another character or droid makes an opposed Use Computer check against the EI-9 network security droid, if the network security droid's check is higher then it automatically learns the basic location of its opponent.

Quick-Load Hidden Core—An EI-9 droid's hidden core automatically attempts to restore itself 1d12 minutes after the droid's memory is wiped or the droid's programming is altered in any way. If the initial attempt fails, the hidden core attempts to restore itself once per hour until it succeeds.

EI-9 NETWORK SECURITY DROID

Medium droid (2nd-degree)

hp 36

Threshold 19

Move (1 swift action, 2/turn)

The EI-9 network security droid moves 6 squares (walking).

Defense in Depth (1 swift action, 1/turn)

After successfully defeating an opponent's Use Computer check to issue a routine command, an EI-9 droid automatically worsens the computer's attitude toward the opponent by one step.

Improve Access (2 swift actions, 1/turn)

The EI-9 network security droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.



EI-9 NETWORK SECURITY DROID

Issue Routine Command (1 swift action, 1/turn)

The EI-9 network security droid issues a routine command to a computer that has a friendly attitude toward it.

Skills Initiative +11 (can reroll), Knowledge (technology) +13, Perception +13 (can reroll), Use Computer +18

Vital Systems 2 hand appendages, 2 tool appendages, internal comlink, wireless data communications array, hidden core, vocabulator, blaster rifle

As an extension of its security droid offerings, Arakyd introduced an outstanding line of computer and information network security units. The EI-9 combines the functions of online protection with physical protection of the actual computer and networking equipment. It actively patrols and counters threats on- and offline and can attempt both at the same time. The droid has a bipedal humanoid appearance, with two arms, two legs, and dual visual sensors housed in an oversized, helmet-shaped head. It carries an array of data links, cables, and adapters, making it capable of linking with any standard computer port in the galaxy. Its data communications array connects with most wireless networks as well.

EI-9 units commonly protect government and commercial computer cores. They are highly aggressive, and most slicers and data thieves find the droids difficult to circumvent. Their advanced programming allows them to isolate online threats quickly, even when on the move to physically secure a local terminal at the same time. Each droid comes with its own internal protection—a quick-loading hidden core containing default security protocols so that even if the droid is compromised by an attacker, it eventually reverts to its standard protection programming.

EI-9 network security droids can be played as droid heroes.

PLAYING AN EI-9 NETWORK SECURITY DROID

EI-9 droids are dedicated to computer network security. They regard virtually any commercial or government network as something to be protected, although their assigned systems take precedence.

To create an EI-9 droid character, first select the stock service droid chassis (see page 13). Replace the basic processor with a heuristic processor, and add a scomp link to the tool appendage. Add two more tool appendages to account for the various data ports and the data communications array, and install a hidden core. Take your first levels in the scoundrel class to gain access to the Slicer talent tree. Select Armor Proficiency (light) as a starting feat, select Skill Training (Perception) as a bonus feat, and take Use Computer as a trained skill. Take Skill Focus (Use Computer) as soon as possible.

SERIOUS SECURITY



So, you're going after an ISB data storage facility? I have just what you need. I assume you already have a plan for getting in; security is likely to be extremely tight. However, what you need to know is that a lot of these centers employ EI-9 droids. They're tough, both online and off. If you try slicing into the system, one of the network security droids will probably keep you busy, actively battling your every move, while its buddies come after you at the terminal. Oh, you could try to take your own reprogrammed EI-9 to fight the battle for you, but these droids have a nasty habit of remembering that they work for security systems, not against them, and at just the wrong moment. If you're not careful, you might find yourself clashing with your own droid. Anyway, good luck.

MODIFICATION: ELECTROMAGNETIC PULSE

This substantial modification allows the EI-9 to emit an electromagnetic pulse capable of disrupting or temporarily disabling most computers, cybernetic systems, droids, and electronic devices within a 6-square radius of the droid. To emit the pulse, the EI-9 rolls 1d10 plus its base attack bonus against the target's Fortitude Defense. If the attack is successful, the affected device immediately shuts down for 1 round while it resets. (For devices that do not have a Fortitude Defense, use a defense of 10 for typical unshielded units and a defense of 25 for heavy-duty or military grade equipment.) After use, the pulse takes 1 round to charge before it can be used again. Installing this modification requires a DC 25 Mechanics check, 4,000 credits' worth of parts and electromagnetic insulation, and 3 days of work.

MODIFICATION: SLICER TRACKER

This modification enhances the droid's precision locator special quality. Once it has located a slicer on the network, the EI-9 droid can make Use Computer checks to carry out the following functions:

- Insert a tracking program into the portable computer or other device that the slicer is using to access the network. Once inserted, the program attempts to report the slicer's location whenever he or she links to another network. Inserting the program requires a Use Computer check opposed by the target's Use Computer check.
- Access networked sensors and devices in the slicer's area to obtain audio and visual information on the subject. If such devices exist, the droid can make a DC 25 Use Computer check to gather data on the slicer. At the Gamemaster's discretion, the droid might need to make separate checks to gain access to separate systems.

Installing this modification requires a DC 30 Use Computer check, 4,000 credits' worth of software, and 2 hours of work.

EV-SERIES SUPERVISOR DROID

EV-Series Supervisor Droid

CL 3

Medium droid (3rd-degree) nonheroic 1/noble 3

Force 3

Init +1; Senses Perception +3

Languages Basic, Binary, 3 unassigned

Defenses Ref 13 (flat-footed 13), Fort 12, Will 16

hp 10; Threshold 12

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +1 (1d3)

Ranged by weapon +1

Base Atk +2; Grp +1

Special Actions Demand Surrender, Presence

Abilities Str 8, Dex 9, Con —, Int 13, Wis 12, Cha 12

Special Qualities bully, droid traits

Talents Demand Surrender, Presence

Feats Coordinated Attack, Droid Focus (5th-degree), Linguist, Skill Focus (Mechanics, Persuasion), Skill Training (Knowledge [technology], Mechanics)

Skills Knowledge (technology) +8, Mechanics +13, Perception +3, Persuasion +13, Use Computer +8

Systems heuristic processor, walking locomotion, 2 hand appendages, internal comlink, vocabulator

Availability Licensed; Cost 11,380 credits

Bully—As a swift action, when trying to intimidate a target, the EV-Series supervisor droid can reroll its Persuasion check and keep the better result.

EV-SERIES SUPERVISOR DROID

Medium droid (3rd-degree)

hp 10

Threshold 12

Move (1 swift action, 2/turn)

The EV-Series supervisor droid moves 6 squares (walking).

Bully (1 swift action)

When attempting to intimidate an opponent, the EV-Series supervisor droid can make a Persuasion check. If the check is successful, the droid's master gains a +2 circumstance bonus to his or her Persuasion check.

Coordinated Attack (1 swift action, 1/turn)

The EV-Series supervisor droid grants its allies a +2 bonus to attack rolls made against an enemy that is adjacent to the droid or within point blank range of the droid.

**Demand Surrender** (1 swift action, 1/encounter)

The EV-Series supervisor droid demands surrender from an opponent that has been reduced to one-half of its hit points or fewer, by making a Persuasion check against the opponent's Will Defense.

Improve Access (2 swift actions, 1/turn)

The EV-Series supervisor droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

Issue Routine Command (1 swift action, 1/turn)

The EV-Series supervisor droid issues a routine command to a computer that has a friendly attitude toward it.

Skills Knowledge (technology) +8, Mechanics +13, Perception +3, Persuasion +13, Use Computer +8

Vital Systems 2 hand appendages, internal comlink, vocabulator

PLAYING AN EV-SERIES SUPERVISOR DROID

To play an EV-Series supervisor droid with heroic levels, start by choosing the stock protocol droid chassis (see page 13). The best starting class to select is noble, since it offers the skills and talents the droid needs to perform well in a supervisory role. Instead of a translator unit, the EV-Series droid gets a heuristic processor and the bully special quality, as described in the droid's statistics block. Select Persuasion and Use Computer as two of the droid's starting skills. Other trained skills to consider include Deception to represent the droid's ability to bend the truth to coerce those under its supervision, Knowledge (technology) to represent what it knows about other droids and about devices it can use to direct its workers, and Perception to represent the droid's ability to pinpoint when someone is lying or to look into the actions of a worker. Be sure to purchase an internal comlink as part of the droid's starting equipment.

MerenData designed the EV-Series supervisor droid to manage other droids. The idea of a droid supervising a company's droid pool appealed to many organizations, and the humanoid-shaped unit sold reasonably well. When MerenData discovered shortly after the line's release that the motivators originally planned for the EV-Series were accidentally swapped with ones meant to be installed in torture droids, they decided to wait and see how the droids performed. Much to their surprise, the droids with the swapped motivators actually outperformed the unaltered droids when it came to managing the droids under their care. However, the discovery that the EV-Series droids were using sadistic methods to accomplish their tasks, such as melting a droid's feet to the floor to prevent it from leaving a station or treating it to an oil bath set afire, forced MerenData to issue a massive recall to exchange the motivators. Although most of the droids were brought in and repaired, some customers, such as crime lord Ploovo Two-for-One, preferred the flawed model.

EV-Series supervisor droids can be played as droid heroes.

MODIFICATION: QUARTERMASTER

Many military units swear by the use of an EV-Series supervisor droid as a quartermaster for supplies. This relatively simple modification can be performed using the basic droid modification rules from the Saga Edition core rulebook. Start the modification process by installing a video recorder the droid can use to keep a visual catalog of supplies and to track missing items. Install a power recharger in the droid's torso so it can keep power packs and energy cells fully charged. Finish by giving the droid a datapad with access to the military unit's inventory. Thanks to the droid's meticulous skill at keeping supplies protected and in good working condition, anyone

who uses weapons or other equipment issued by the droid can reroll his or her first skill check or attack roll with the issued item each encounter and keep the better result. The droid must have spent at least 8 hours with the item in the last 24 hours for the item to gain this benefit.

MODIFICATION: TECHNICIAN

Although this modification might seem unlikely for a supervisor droid, EV-Series units have a working knowledge of how machines function and can be quite adept at fixing them. This modification emphasizes the droid's ability to make repairs and adjustments to machines and to other droids or cybernetic beings. Scoundrel is the best class for this modification, but changes can be made to accommodate the droid's current skill set. First, remove the internal comlink and, in its place, install a diagnostics package to help the droid find and fix problems. Reprogram the Persuasion skill to Perception and adjust the corresponding Skill Focus feat in the same manner. Equip the droid with a tool kit and a roll of mesh tape for emergency repairs. Optionally, one of the droid's hand appendages can be swapped out for a tool appendage with a multifunction apparatus, giving the droid the ability to connect up to three tools needed to perform a particular job. Finally, add a targeting scope to the droid's head and calibrate it to give the droid a +2 equipment bonus to Mechanics checks to make repairs; this step requires a DC 15 Mechanics check and 15 minutes of work.

RAGE AGAINST THE MACHINE



I have seen much damage, heard many complaints from droids about working under EV-Series. Scarred chassis, broken and severed arms and legs, burned hardware—just some of the carnage I have seen on poor droids that come to me for repairs. Some of the ones sold to me are so far gone, no choice but to send to the junk pile and hope I can salvage at least one piece of equipment to use elsewhere. Also, I remember one time when I received a supervisor droid that got beat up by droids under its care. Another droid already in sandcrawler saw it and started shrieking in Binary. Next thing, several droids stormed the bay and ripped the broken supervisor apart. Had to buy its owner a new one.

That reminds me. One of the droids I recently fixed told about a production facility on Malastare where an EV-Series supervisor droid watched a work force of near 50 droids. After mistreatment by the supervisor, the droids started to rebel. But the EV-Series anticipated this and had the entire group of workers imprisoned. Then it ordered the security droids to eliminate its organic masters. Now the droid has taken control of the facility and locked down the place, not letting anyone in or out.

FLTCH-SERIES BATTLE DROID

FLTCH-Series Battle Droid

Large droid (4th-degree) nonheroic 4/soldier 4

Force 3

Init +6; Senses low-light vision; Perception +11

Languages Basic, Binary, 1 unassigned

Defenses Ref 19 (flat-footed 17), Fort 22, Will 14

hp 32; Threshold 22

Immune droid traits

Speed 6 squares (walking), 6 squares (flying with jetpack)

Melee claw +13 (1d6+8)

Ranged heavy blaster rifle +10 (3d10+2) or

Ranged blaster rifle +10 (3d8+2) or

Ranged missile launcher +9 (6d6+2, 2-square radius)

Fighting Space 2x2; Reach 1 square

Base Atk +7; Grp +18

Atk Options autofire (heavy blaster rifle, blaster rifle), Devastating Attack (rifles), Point Blank Shot

Special Actions Indomitable, Running Attack

Abilities Str 22, Dex 15, Con —, Int 12, Wis 11, Cha 8

Special Qualities droid traits, nightmare, zero-range attack

Talents Indomitable, Devastating Attack (rifles)

Feats Armor Proficiency (light, medium), Point Blank Shot, Running Attack, Skill Training (Endurance), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles, simple weapons)

Skills Endurance +9, Perception +11, Persuasion +8

Systems walking locomotion, flying locomotion (with jetpack), basic processor, 2 claw appendages, vocabulator, improved sensor package, quadanium battle armor (+7 armor)

Possessions heavy blaster rifle, built-in blaster rifle, built-in missile launcher (single missile), demountable jetpack

Availability Military; Cost 31,375 credits

Nightmare—The FLTCH-Series battle droid uses its claws and spikes to intimidate while attacking. Once per encounter, the droid can make a Persuasion check to intimidate an enemy as a free action while it simultaneously makes a melee attack against the same enemy. If the check is successful, the intimidation takes effect after the droid's turn is complete.

Zero-Range Attack—If the FLTCH-Series battle droid makes a successful attempt to grab or grapple an enemy with its claw appendage, it can make an immediate attack with its arm-mounted blaster rifle.

CL 5

FLTCH-SERIES BATTLE DROID

Large droid (4th-degree)

hp 32

Threshold 22

Move (1 swift action, 2/turn)

The FLTCH-Series battle droid moves 6 squares (walking or flying with a jetpack).

Claw Attack (1 swift action, 1/turn)

The FLTCH-Series battle droid makes an unarmed attack at +13. If successful, the attack deals 1d6+8 points of damage.

Heavy Blaster Rifle Attack (1 swift action, 1/turn)

The FLTCH-Series battle droid makes a ranged attack at +10. If successful, the attack deals 3d10+2 points of damage.

Missile Attack (1 swift action, 1/turn)

The FLTCH-Series battle droid makes a ranged attack at +9. If successful, the attack deals 6d6+2 points of damage in a 2-square radius.

Nightmare (2 swift actions, 1/encounter)

The FLTCH-Series battle droid makes a Persuasion check to intimidate an enemy while it simultaneously makes a melee attack against the same enemy. If the check is successful, the intimidation takes effect after the droid's turn is complete.

Zero-Range Attack (2 swift actions, 1/encounter)

The FLTCH-Series battle droid attempts to grab or grapple an enemy with its claw appendage at +13. If the attack is successful, the droid can make an immediate attack at +10 with its arm-mounted blaster rifle, dealing 3d8+2 points of damage.

Skills Endurance +9, Perception +11, Persuasion +8

Vital Systems 2 claw appendages, vocabulator, heavy blaster rifle, built-in blaster rifle, built-in missile launcher (single missile), demountable jetpack

ENCOUNTERING A FLTCH-SERIES BATTLE DROID

FLTCH-Series battle droids can be found in almost any mercenary unit or criminal syndicate in the galaxy. They do not frequently operate as part of defense forces or police organizations because their reputation for brutality and their menacing appearance do not mesh well with serving the general public. The droids do not rely on sophisticated tactics but, instead, use bulk, armor, strength, and firepower in battle. However, they can follow orders and battle plans perfectly well.

The merc droid can be deployed with or without its jetpack or heavy blaster rifle, both of which are designed specifically for use with this model. Although the droid does not use its jetpack with great precision, its enormous form flying through the air is a frightening sight, especially to anyone in its landing zone. Units that deploy one of these droids try to maximize its intimidation factor.



An early battle droid model manufactured by the Colicoid Creation Nest for interstellar export by the Trade Federation, the FLTCH-Series is a large brute with spikes, menacing features, and lethal built-in weapons. Designed to be marketed for the security and lesser military duties of humanoid species, the droid is employed by Outer Rim mercenary units and powerful crime lords. Its use by paramilitary organizations is so widespread that it is better known as a "merc droid" than by its proper designation.

The FLTCH-Series is a determined fighter and an effective intimidator. However, its utility is limited by its size, bulk, and lack of agility. The droid's enormous claws hinder its ability to use control panels, equipment, and small electronic devices. They also force the droid to use weapons specially designed for its unique grip, although it occasionally circumvents this limitation (usually with a -5 penalty to attacks).

FLTCH-Series droids can't be played as droid heroes.

MODIFICATION: AMMO BOOST

This modification allows the FLTCH-Series battle droid to share its onboard ammunition power pack with a handheld blaster, with a further option to add more punch to each shot. Both the droid and the weapon must be altered prior to use. Modifying the droid requires a DC 20 Mechanics check and 500 credits' worth of parts, including a power cable to link the pack to the weapon. Modifying the blaster requires a DC 20 Mechanics check and 100 credits' worth of parts. Once linked, the weapon can use the droid's

ammunition power pack as it would any other. Additionally, by consuming twice the power for a particular shot (that is, expending power as if two shots had been fired), the shot can deal an extra 1d6 points of damage on a successful hit. This modification takes a total of 2 hours to complete.

MODIFICATION: MERCENARY RENTAL UNIT

Some clever programmers figured out a way to turn FLTCH-Series battle droids into self-administrating rental units. Once the droid's owner confirms payment (which is required up front, along with a sizable damage deposit), he or she turns the droid over to the customer. The droid then follows the customer's orders for the specified duration, as long as those commands do not break the terms of the agreement or direct the droid to move against its owner. At the end of the rental period, the droid automatically ceases to aid the customer and waits to be returned to its owner (or finds its own way back). If the rental period ends in the middle of combat, the droid switches to self-defense mode and extracts itself from the situation as quickly as possible. Extensions of the rental agreement are possible but usually must be arranged ahead of time. Throwing credits at the droid at the last minute can work, but the prices go up considerably under such circumstances, and the credits must be paid on the spot.

Making this modification requires a DC 25 Use Computer check and 1 day of work. Adding a tracking device to the droid requires a DC 20 Mechanics check. Once in a customer's charge, the droid vigorously defends itself against any attempt to circumvent its programming or its tracking device. Tampering with the droid terminates the agreement, in which case the droid immediately begins to extract itself from the situation and returns to its owner.

A BIG HELP

Mercenary droids are a favorite of mine. I know, I know—technically, they're FLTCH-Series units, but you'll find that almost everyone just calls them merc droids. Anyway, they're big and intimidating. Obtaining even one or two will make a fine addition to your firepower. If you can field these monsters, you'll also be seen as serious mercenaries—or wealthy criminals, depending on your friends. If you really want to make a name for yourselves, pick up a couple of these units and head out to Rodia or some other world with a lot of intra-clan fighting. Hire yourselves out as a special operations squad or protection specialists. Make sure you get your employers to spread the word about how good you are and how imposing your hardware is. With luck, you'll start getting calls from better-paying patrons with more dangerous jobs. Watch out, though. Mercs are impressive droids, but they're not indestructible. If you're not careful, you'll spend all your profits repairing them.

G2 REPAIR DROID

G2 Repair Droid

Small droid (2nd-degree) nonheroic 1

Init +1; Senses darkvision; Perception +7

Languages Basic, Binary, 2 unassigned

Defenses Ref 12 (flat-footed 11), Fort 10, Will 10

hp 3; Threshold 10

Immune droid traits

Speed 4 squares (walking)

Melee unarmed +0 (1d2)

Ranged by weapon +1

Base Atk +0; Grp -4

Abilities Str 10, Dex 13, Con —, Int 15, Wis 11, Cha 8

Special Qualities droid traits, patch job

Feats Skill Focus (Knowledge [technology], Mechanics, Use Computer)

Skills Knowledge (technology) +12, Mechanics +14, Perception +7, Use Computer +12

Systems basic processor, walking locomotion, 2 hand appendages, darkvision, diagnostics package, improved sensor package, vocabulator

Possessions tool kit

Availability Licensed; Cost 5,210 credits

Patch Job—The G2 repair droid can make temporary repairs to any disabled mechanical or electronic device as a standard action instead of a full-round action.

G2 REPAIR DROID

Small droid (2nd-degree)

hp 3

Threshold 10

Move (1 swift action, 2/turn)

The G2 repair droid moves 4 squares (walking).

Patch Job (1 swift action, 1/turn)

The G2 repair droid makes fast, temporary repairs to any disabled mechanical or electronic device. The number of hit points restored equals the result of the droid's Mechanics check.

Recharge Shields (2 swift actions, 1/turn)

When acting as the shield operator of a vehicle or operating a device with a shield rating, the G2 repair droid makes a Mechanics check to restore 5 points to the shield rating, up to the shield's normal maximum.

Regulate Power (2 swift actions, 1/turn)

When acting as the engineer of a vehicle, the G2 repair droid makes a Mechanics check to move the vehicle +1 step on the condition track.

CL 0

Run Diagnostics (2 swift actions, 1/turn)

The G2 repair droid makes a Mechanics check to determine why a mechanical or electronic device does not work. If the check is successful, the droid's master gains a +2 circumstance bonus to his or her Mechanics check to fix the device.

Skills Knowledge (technology) +12, Mechanics +12, Perception +7, Use Computer +12

Vital Systems 2 hand appendages, diagnostics package, vocabulator, tool kit

SoroSuub introduced the G2 repair droid to the galaxy within the first decade after the conclusion of the Clone Wars. G2s are a little shorter than standard R2 astromech droids, with a wide bottom half that forces them to waddle when they walk. This distinctive manner of locomotion, along with small heads atop long, thin necks, earned G2s the nickname "goose droids." Their three-fingered hands allow them to hold most repair tools, and their wide stances give them extra stability when dealing with large, heavy equipment. G2s are capable repair droids, but they tend to be overly talkative, which is hardwired into their systems and cannot be relieved with memory wipes. Complaints and a high number of returns from large corporations that bought the droids in bulk forced SoroSuub to discontinue the line eight years after the Battle of Endor, but near-constant requests from small business owners and individuals prompted the company to restart the series two years later.

G2 repair droids can be played as droid heroes.



G2 REPAIR DROID

PLAYING A G2 REPAIR DROID

Anyone seeking to play a G2 repair droid with heroic levels should choose the stock mechanic droid chassis (see page 12). The best starting class to recreate the droid is the scoundrel, using the Point Blank Shot feat to emphasize the droid's accuracy in targeting objects at close range. Instead of starting with four tool appendages and internal storage, the G2 droid comes with the patch job special quality, as described in the droid's statistics block. Select Mechanics, Perception, and Use Computer as three of the droid's starting skills. Consider choosing Knowledge (physical sciences) to represent the droid's ability to develop and apply new maintenance methods and to create upgrades for existing equipment, Knowledge (technology) to represent the droid's knowledge of cutting-edge technological systems, and Pilot to represent the droid's knowledge of vehicle operations. Be sure to purchase a tool kit as part of the droid's starting equipment, and consider purchasing magnetic feet to help the droid make repairs on the outer hull of a starship.

MODIFICATION: COPILOT

Merchant captains, shuttle pilots, smugglers, and pilots from other walks of life are always in need of reliable copilots to back them up in case of emergency, and the G2 repair droid can be modified to fill that role. Begin by installing a tool appendage on the droid, which requires a DC 20 Mechanics check and 1 hour of work. Attach a scomp link to the new appendage; this part of the procedure requires a DC 15 Mechanics check and 10 minutes of work. Normally, the droid can't operate a vehicle through a scomp link, but the device can be altered to allow the G2 to link into a vehicle's operation system and pilot the vehicle, as well as to perform typical copilot functions like astrogation and sensor operations. Next, reprogram the droid's skill set to remove Mechanics and to add Pilot. At the same time, adjust the Skill Focus (Mechanics) feat to Skill Focus (Pilot). Optionally, change one of the other Skill Focus feats to Dodge, Vehicular Combat, or Weapon Proficiency (heavy weapons).

MODIFICATION: EXPLOSIVES DETECTOR

Many law enforcement agencies have to deal with bomb threats from terrorists and criminals, but they might not all employ agents that have the proper training to locate and defuse explosives. For such agencies, a G2 repair droid modified to perform those duties can be a valuable resource. To make this modification, start by upgrading the droid with hardened systems of at least x3, treating the G2 as if it were a droid of Large size. This change increases the droid's hit point total by 30 and its damage threshold by 15. Attach two tool appendages and add 5 kilograms of internal storage to the droid's chassis with a DC 20 Mechanics check and 3 hours of work for each component. Install a laser cutter on one of the tool appendages and an electroshock probe on the other.

MODIFICATION: SCAVENGER

Scavenging would seem to be a function better suited to a labor droid, but a number of junk shop owners have found that a G2 repair droid is more than capable of filling this role after the following modifications are made. Remove the droid's legs and install a repulsorlift unit in their place, removing the limitation imposed by terrain; this change requires a DC 25 Mechanics check and 1 day of work. Next, attach a set of electrobinoculars and a glow rod to improve the droid's visual capabilities, requiring a DC 15 Mechanics check and 2 hours of work for each item. To help the droid withstand punishing environments, change the Use Computer skill to Survival, which requires a DC 10 Use Computer check and 30 minutes of work. Finally, affix a removable storage bin or cart on a repulsorlift to the back of the droid so it can tow the scraps and equipment it finds back to its master. As an alternative, a shell can be created and permanently attached to the droid, allowing it to carry up to 25 kilograms of materials instead of lugging around a separate unit. This option better protects the droid's haul, reducing the chance that it will lose anything it finds.

MUCH TOO TALKATIVE



There are two droid models in the galaxy that I cannot stand: 3PO protocol droids and G2 repair droids. The reason is that they talk too much! All they do is blather on about anything and everything. I am surprised that they ever get any work done. I had a G2 working for me a while back. It constantly talked about things unrelated to its job, and my circuits nearly fried just hearing it carry on. I had to rip out its vocabulator to finally shut it up. In fact, I would not be surprised to learn that a G2's unending stream of conversation is responsible for the problems with those ships at the Sluis Van shipyards. Several ships have flown out of there over the last several weeks, only to experience difficulty with one or more primary systems just after leaving the star system. That might explain the increased pirate activity in that area of space. I wonder if the repair droids in the shipyards are working for the pirates. That seems possible, but I have my doubts. If the G2s had been compromised, surely the stupid droids would have blurted out that information by now.

GD16-SERIES PILOT DROID

GD16-Series Pilot Droid

CL 5

Medium droid (5th-degree) scout 3/soldier 2

Force 3

Init +9; Senses low-light vision; Perception +10

Languages Basic, Binary, 2 unassigned

Defenses Ref 19 (flat-footed 17), Fort 17, Will 16

hp 44; Threshold 17

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +4 (1d3+2)

Ranged by weapon +6

Base Atk +4; Grp +6

Atk Options Devastating Attack (heavy weapons), Point Blank Shot

Special Actions Vehicular Combat

Abilities Str 10, Dex 15, Con —, Int 14, Wis 12, Cha 9

Special Qualities droid traits, sensor crown, simultaneous operation, vehicle link

Talents Acute Senses, Devastating Attack (heavy weapons), Improved Initiative

Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Pilot), Skill Training (Use Computer), Vehicular Combat, Weapon Proficiency (heavy weapons, rifles, simple weapons)

Skills Initiative +9 (can reroll), Knowledge (galactic lore) +9, Knowledge (tactics) +9, Mechanics +9, Perception +10 (can reroll), Pilot +14, Stealth +9, Use Computer +9

Systems walking locomotion, heuristic processor, 4 hand appendages, locked access, improved sensor package, vocabulator

Availability Licensed; Cost 17,430 credits

Sensor Crown—As a swift action, a GD16-Series pilot droid can use its sensor crown to lock on to a vehicle, a character, or an object that it can see. Until the end of the encounter, the droid gains a +2 equipment bonus to Perception checks related to that target.

Simultaneous Operation—Twice per encounter, a GD16-Series pilot droid gains an additional swift action that it must use to operate a vehicle's systems or to take another vehicle combat action.

Vehicle Link—As a standard action, a GD16-Series pilot droid can establish a link with a ship or a vehicle and issue a routine command to any automated onboard system; for example, it can start the engines, raise or lower a boarding ramp, or open a hatch. To establish a link, the ship or vehicle's computer must have a friendly attitude toward the droid.

GD16-SERIES PILOT DROID



GD16-SERIES PILOT DROID

Medium droid (5th-degree)

hp 44

Threshold 17

Move (1 swift action, 2/turn)

The GD16-Series pilot droid moves 6 squares (walking).

Copilot (1 swift action, 1/turn)

The GD16-Series pilot droid assists a character's Pilot check, providing a +2 bonus to the check.

Recharge Shields (2 swift actions, 1/turn)

The GD16-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the droid's ship regains 5 points of shields, up to the ship's normal maximum.

Regulate Power (2 swift actions, 1/turn)

The GD16-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the droid's ship moves +1 step on the condition track.

Sensor Crown (1 swift action)

Until the end of the encounter, the GD16-Series pilot droid gains a +2 equipment bonus to Perception checks related to a single vehicle, character, or object.

PLAYING A GD16-SERIES PILOT DROID

GD16-Series pilot droids have a superiority complex and are programmed to exude great confidence in their own abilities, especially where care and subtlety are required in espionage missions. Although the GD16 is a fifth-degree droid, start by selecting the stock battle droid chassis (see page 11). Take your first level in the scout class to gain a high number of class skills and, eventually, the Improved Initiative talent. On the other hand, if you plan to use your droid primarily for starfighter combat, you might select the soldier class instead. You will want high Dexterity and Intelligence scores to aid your piloting and astrogation abilities. Select Armor Proficiency (light) for your bonus Armor Proficiency feat, and consider selecting heavy weapons for your bonus Weapon Proficiency feat. You should be trained in the Initiative, Mechanics, Perception, Pilot, and Use Computer skills. Depending on your starting class, you might need to choose one or more of these as a Skill Training feat, possibly when you take a level in a second class. You should also take the Vehicular Combat feat at the first opportunity. Finally, purchase two more hand appendages.

Vehicle Link (1 swift action, 1/turn)

The GD16-Series pilot droid issues a routine command to an automated system on board a ship or a vehicle whose main computer is friendly toward the droid. For example, the droid can start the engines, raise or lower a boarding ramp, or open a hatch.

Skills Initiative +9 (can reroll), Knowledge (galactic lore) +9, Knowledge (tactics) +9, Mechanics +9, Perception +10 (can reroll), Pilot +14, Stealth +9, Use Computer +9

Vital Systems 4 hand appendages, vocabulator

When MerenData decided to market a pilot droid for clandestine operations, it produced a model that exceeded the average pilot droid's equipment and capabilities. Whereas standard pilot droids are designed to handle speeders, ground vehicles, and some starships in the public transport, governmental, or commercial markets, MerenData's GD16-Series is designed for versatility and mission adaptation. As such, it is more expensive than the average pilot droid.

The GD16-Series droid is designed to pilot virtually any type of vehicle, from the smallest speeder bike to the largest capital ship. Since most of the galaxy's vehicles are designed for organics with two arms and two legs, the GD16 conforms to this general bipedal configuration. The droid can adapt to any size of cockpit thanks to telescopic arms and legs and an extendable torso and neck. The GD16's double-arm configuration gives it a marked advantage over organic pilots, allowing it to operate more controls simultaneously. The droid's sensor crown is designed for cockpit use, giving it 360-degree vision and a simultaneous view above the unit. Additional forward-mounted sensors are dedicated to scanning the ship's control board and other system readouts. Finally, the droid can pilot a ship through a direct computer link, if the ship is so equipped.

GD16-Series pilot droids can be played as droid heroes.

MODIFICATION: ADVANCED ESPIONAGE UPGRADE

Although MerenData designed the GD16 to support espionage and other clandestine activities, there are times when the droid must operate on its own. The standard model is adaptable enough to handle many missions, but some owners upgrade the GD16's espionage module for more sensitive tasks. To make this modification, the droid must become trained in the Stealth skill and pick up one or more talents from the Camouflage talent tree.

MODIFICATION: PRECISION FLIGHT

Most GD16s are impressive pilots, but some are adapted to fly very precisely, inserting their ships into spaces in a way that no normal droid or organic pilot could duplicate without extreme skill (or a little help from the Force). For this modification, the droid must be trained in Pilot and have the Skill Focus (Pilot) feat. Install precision flight sensors and subprocessors, a task that requires a DC 25 Mechanics check and 3 days of work and costs 20,000 credits. Finally, upgrade the droid's flight algorithms to work with the new equipment, which requires a DC 30 Use Computer check. Once completed, the modifications allow the droid to take 20 on precision flying and docking maneuvers even when threatened, as well as on reactions to avoid collisions. This upgrade gives the GD16 a distinct advantage in navigating asteroid fields or the dense skylanes of large cities.

SURPRISE SPY



A GD16? Yeah, I've heard of them, but I don't carry them anymore. Don't get me wrong, friend—they're the best droid pilots I've ever seen. But number one, they're hard to get your hands on. Number two, their personalities are about as cold and precise as their flying skills—they're some arrogant droids, all right. And number three, it turns out this one GD16 I had was actually sent to spy on me, and I can't abide being spied on in my own shop. I never saw it coming. The thing had been here just a few days when it offered to run me out to pick up a load of spare parts. Next thing I know, it locks me in the ship's cargo hold and just like that, we're off to see a Hutt. As if that weren't bad enough, we're attacked by pirates on the way! But the droid cut those fools to shreds, and we still made it to the Hutt on time. Seems he was unhappy with an earlier shipment of cut-rate protocol droids and wanted a little proof that I was still trustworthy. Of course, I used my knack for persuasion to clarify the situation, or I wouldn't be here now, would I? Funny, though—the droid backed me up. So it was sneaky, all right, but it was honest, too.

GX1-SERIES BATTLE DROID

GX1-Series Battle Droid

Medium droid (4th-degree) nonheroic 6/soldier 3/scout 4

Force 3

Init +18; Senses Perception +9

Languages Basic, Binary

Defenses Ref 24 (flat-footed 21), Fort 20, Will 14

hp 35; Threshold 20

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +10 (1d3+5)

Ranged heavy blaster rifle +11 (3d10+4) or

Ranged heavy blaster rifle +9 (4d10+4) with Rapid Shot

Base Atk +7; Grp +10

Atk Options Point Blank Shot, Rapid Shot

Special Actions Harm's Way

Abilities Str 16, Dex 16, Con -, Int 10, Wis 8, Cha 13

Special Qualities droid traits

Talents Evasion, Harm's Way, Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Improved Defenses, Point Blank Shot, Rapid Shot, Skill Focus (Initiative), Skill Training (Perception), Weapon Focus (blaster rifles), Weapon Proficiency (rifles, simple weapons)

Skills Initiative +18, Perception +9

Systems basic processor, walking locomotion, four hand appendages, 1 tool appendage, internal storage (20 kg), secondary battery, . vocabulator

Possessions heavy blaster rifle, durasteel battle armor, glowrod

Availability Restricted; Cost 23,305 credits

Repositioning Routines—GX1-Series battle droids are programmed with sophisticated tactical routines that allow them to regroup and launch a new attack plan when flaws are exposed in their current tactics. Whenever one of the GX1-Series battle droid's allies within 12 squares is reduced to 0 hit points, the battle droid can move up to half its speed as a reaction; this movement does not provoke attacks of opportunity.

Small Appendages—Two of the GX1-Series battle droid's hands are smaller and capable of more fine manipulation than its main hands. A GX1-Series battle droid can pick up or retrieve a stowed item as a free action once on its turn.

CL 6

GX1-SERIES BATTLE DROID

Medium droid (4th-degree)

hp 35

Threshold 20

Move (1 swift action, 2/turn)

The GX1-Series battle droid moves 6 squares (walking).

Blaster Rifle Attack (1 swift action, 1/turn)

The GX1-Series battle droid makes a ranged attack at +11. If successful, the attack deals 3d10+4 points of damage.

Rapid Shot (1 swift action, 1/turn)

The GX1-Series battle droid makes a ranged attack at +9. If successful, the attack deals 4d10+4 points of damage.

Repositioning Routines (reaction)

When one of the droid's allies within 12 squares is reduced to 0 hit points, the battle droid can move up to half its speed without provoking attacks of opportunity.

Retrieve Item (free action, 1/turn)

The GX1-Series battle droid retrieves a stowed item or picks up an item.

Skills Initiative +18, Perception +9

Vital Systems four hand appendages, 1 tool appendage, glowrod, secondary battery, vocabulator

The GX1-Series battle droid from Trang Robotics is one of the company's only forays into private security battle droids, and one that saw an extremely limited production run. Following the success of their Duelist Elite training droids (see page 88), executives at Trang Robotics put the word out to wealthy individuals and well-funded corporations that they would be willing to design a battle droid based on their customers' needs and feedback. The GX1-Series battle droid is significantly more expensive than other battle droids, but that was something that the financiers of the project were willing to accept, in exchange for having the droid designed around their needs.

GX1-Series battle droids can't be played as droid heroes.

GX1-SERIES BATTLE DROID ENCOUNTERS

Since the GX1-Series battle droid isn't as ubiquitous as other battle droids, they are best used as an unpleasant surprise for unsuspecting heroes. Typically, the owners of a GX1-Series battle droid will have only one or two of the droids around, given their high cost, meaning that these droids work well as the bodyguards or personal enforcers for moderately wealthy individuals such as Senators or mid-level corporate executives. These droids will most commonly be featured in encounters with their masters, along with thugs or hired guards to help round out the encounter. A rare few extremely wealthy individuals might have a larger cadre of GX1-Series droids; including at least four of the droids in an encounter is a great way to showcase their repositioning routines special quality.



MODIFICATION: ARMORED COURIER

One somewhat unorthodox use for the GX1-Series battle droid is to convert the droid into a special courier capable of delivering highly sensitive information that cannot be transmitted over computer networks or the HoloNet. The first step in the conversion is to replace the droid's built-in glowrod with a tight-beam laser transmitter capable of delivering data via focused beams of light; only special input devices can accept data transfers in this way, and it is assumed that the intended recipient has such a device. Typically, tight-beam transmitters are part of building security systems and must be removed and converted into droid parts. This modification requires 2 hours of work, costs 2,750 credits, and requires a successful DC 20 Mechanics check to complete the installation. Additionally, the droid's internal computer systems need to be loaded with sophisticated encryption programs in order to protect the data from attempts to slice into the droid's memory banks; this requires 12 hours of work and a DC 35 Use Computer check, or 1 hour of work and a DC 15 Use Computer check with a prepackaged encryption suite (the typical black market cost for such encryption is roughly 6,000 credits). With the encryption installed, the droid has an effective Will Defense of 35. Lastly, the droid is equipped with a device that erases its memory entirely should the encryption be overcome; this device costs 600 credits and requires 1 hour of work and a DC 15 Mechanics check to install.

MODIFICATION: AIRDROP DROID

Although most GX1-Series battle droids are already formidable opponents, at least one of the original investors converted a squad of the droids into airdrop droids that can be deployed directly to the battlefield from orbit without the need for a dropship or a shuttlecraft. The modification requires the owner to remove the durasteel battle armor from the droid (replacing it with a standard durasteel shell) before augmenting the droid's armor with flaps, small repulsor generators, maneuvering jets, and strategically placed heat ablative tiles. This armor augmentation costs 4,500 credits for materials and requires 24 hours of work and a DC 25 Mechanics check to complete. Once the modification is made, the droid can be dropped from a ship in orbit directly onto the battlefield without damaging the droid. This modification does not provide a GX1-Series droid with a fly speed.

PRIVATE ARMIES



Even though GX1-Series battle droids aren't widely known, Trang Robotics' willingness to listen to their customers' demands did end up producing a droid that is more than worth its high price tag for some individuals. Word on the space lanes is that the initial investors were paying Trang Robotics to provide them with private droid armies. Some of those operations got busted up by the Jedi, but other investors took their droids and went into hiding. Some of them even hired slicers to attack Trang Robotics's computer facilities to erase any trace of the sale and then assassins to target anyone who dealt with the investors. Needless to say, having several private droid armies vanish overnight has been of a great deal of concern to the authorities, and they have been hunting for anyone who might be able to lead them to the original investors. I've even heard rumors that one of the original Trang Robotics executives in charge of the project managed to avoid assassination and is currently being hidden by Black Sun agents. My friends in low places seem to think that the executive, whoever he or she is, is being kept safe aboard a Black Sun skyhook over Taris, and that the authorities are willing to pay a cargo hold full of credits for anyone that can turn that executive over for questioning. Of course, that also means the bounty on the exec's head is growing by the day, so there might be more money to be made by turning the exec over to those shadowy investors.

GY-I INFORMATION ANALYSIS DROID

GY-I Information Analysis Droid

Medium droid (3rd-degree) noble 1

Force 2

Init +6; Senses low-light vision; Perception +9

Languages Basic, Binary, 5 unassigned

Defenses Ref 13 (flat-footed 12), Fort 10, Will 15

hp 18; Threshold 10

Immune droid traits

Speed 6 squares (walking)

Melee unarmed -1 (1d3-1)

Ranged by weapon +1

Base Atk +0; Grp +1

Abilities Str 8, Dex 12, Con —, Int 15, Wis 15, Cha 16

Special Qualities droid traits

Talents Educated

Feats Linguist, Skill Focus (Gather Information), Weapon Proficiency (pistols, simple weapons)

Skills Deception +8, Gather Information +13, Initiative +6, Knowledge (galactic lore) +7, Knowledge (life sciences) +7, Knowledge (physical sciences) +7, Perception +9, Use Computer +7

Systems walking locomotion, heuristic processor, improved sensor package, 2 hand appendages, vocabulator

Availability Licensed; Cost 11,855 credits

GY-I INFORMATION ANALYSIS DROID

Medium droid (3rd-degree)

hp 18

Threshold 10

Move (1 swift action, 2/turn)

The GY-I information analysis droid moves 6 squares (walking).

Analyze Data (1 swift action, 1/turn)

The GY-I information analysis droid assists a character's Gather Information check, providing a +2 bonus to the check.

Diagnosis (1 free action)

The GY-I information analysis droid makes a Knowledge (life sciences) check with a +5 bonus to determine a source of disease or injury and communicates the diagnosis to its owner.

CL 1

Expert Opinion (1 swift action)

The GY-I information analysis droid makes a Knowledge (life sciences), Knowledge (galactic lore), or Knowledge (physical sciences) check and reports its findings.

Skills Deception +8, Gather Information +13, Initiative +6, Knowledge (galactic lore) +7, Knowledge (life sciences) +7, Knowledge (physical sciences) +7, Perception +9, Use Computer +7

Vital Systems 2 hand appendages, vocabulator

An old adage says that credits make the galaxy turn. The truth of the matter is that those credits are often used to buy information. Originally, Cybot Galactica built the GY-I information analysis droids to process the large amounts of data collected by space survey teams and university researchers. For example, a GY-I might be tasked with determining the best habitat on a newly discovered planet. However, as Emperor Palpatine turned resources away from the explorations of the Old Republic to the war machine of the Galactic Empire, most GY-I droids were reassigned to other roles in which their analysis would be useful.

GY-I Information Analysis droids can be played as droid heroes.

PLAYING A GY-I INFORMATION ANALYSIS DROID

Cautious is the best word to describe GY-I droids in the field. The more data they can acquire, the more contingencies they can plan for. The droids aren't good at adapting on the fly, and the random nature of emotional behavior is a mystery to them. They are, however, excellent at long-term planning. What might seem like luck or the intervention of the Force to someone else is merely the result of proper analysis and planning to a GY-I droid.

Although playing a cautious character might seem inappropriate in the fast-action *Star Wars* setting, these droids definitely have their place. For example, they plan the big heists or the lightning-fast raids on Imperial strongholds. Selections from the noble's Leadership talent tree are a great way to emulate the droid's ability to make large groups operate well, and a few choices from the scoundrel's Fortune or Misfortune talent trees can make lucky breaks seem like they were part of the plan all along.

THE SAD TALE OF GY-133



These droids are in high demand in many markets. Criminals want them to run numbers. Corporations want them to find new sources of profit. Warlords want them to analyze flaws in plans of attack. High-end processor in the model's brain means the manufacturing corporation keeps clear records on who it sells the droids to. The processors are a big reason we make tidy profit when we get one. A smart tech can turn a GY-1 into a lot of different kinds of droids—protocol, astromech, assassin. They don't stay on the sandcrawler for long.

Yes, advanced processor can be used for many things, but sometimes the droid can be modified too well. The deep space scout modifications can be full of quirks. Uncle Tukka told about GY-133, a droid on a 10-year scout mission with a Zabrak company. The droid came back the only survivor. It went too long between memory wipes, and its personality matrix destabilized. The droid thought it was the Zabrak scout who had been its owner. Could not understand why its family didn't recognize it, or why the wife had a new husband. Could not handle the difference between the memories it possessed and the reality it faced. GY-133 began stalking and eliminating the family, one by one...

MODIFICATION: ASTROMECH DROID

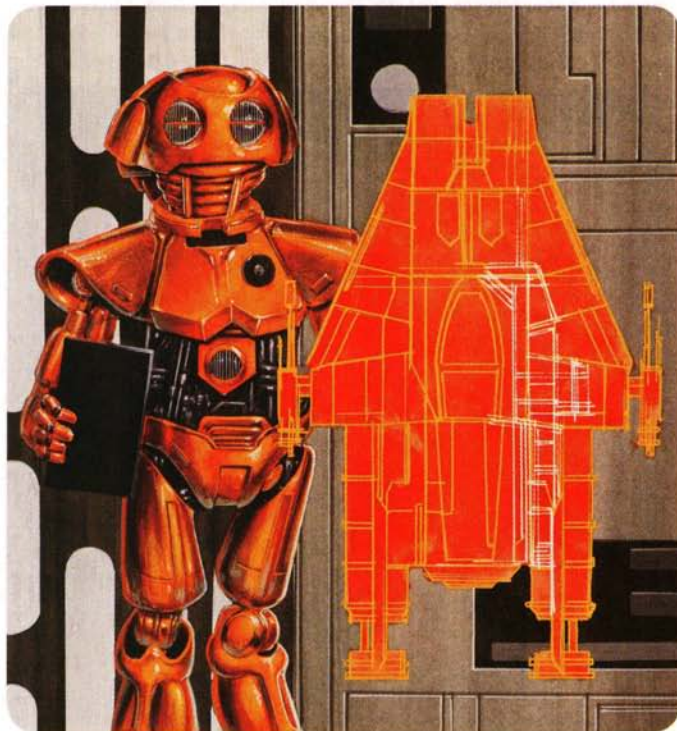
The GY-1 information analysis droid is surprisingly robust in the field. Many droids are reduced to scrap metal by the first glancing blow in combat, but because the GY-1 is meant to store information worth salvaging, its processors are housed in a torso tough enough to survive the rigors of space travel. Pilots have discovered that a GY-1 can even be modified to replace an astromech droid. First, reprogram the droid's analysis module, which requires a DC 25 Use Computer check and 1 hour of work. This step essentially gives the droid an astromech buffer with a stored number of jumps equal to the droid's Intelligence score. Next, detach the droid's limbs, leaving only its torso and head, and fit the droid into the astromech slot of a ship. This process requires a DC 30 Mechanics check and 2 hours of work. Finally, attach the droid directly to the ship's hyperdrive with a DC 15 Mechanics check and a full-round action.

MODIFICATION: FINANCIAL WIZARD

Although the impressive processing power of the GY-1 is generally used for scientific or academic pursuits, elements on the galactic fringe have found different applications for these droids. Zorba the Hutt received a GY-1 as part of a collection on a bad debt and tweaked the droid to suit his purposes. By analyzing the efficiency of the crime lord's operations, the

droid could streamline procedures, identify areas of waste, and deduce who was skimming credits off the top. The droid also had a knack for ruthlessly determining when a loan should be collected with prejudice. Had the GY-1 not mysteriously disappeared, it could have become the first droid lieutenant of a Hutt crime family.

To modify a GY-1 into a financial wizard, replace the droid's heuristic processor with that of a fourth-degree battle droid. This step requires a Mechanics check with a DC equal to the droid's Will Defense. Once the new processor is installed, the droid can overcome its life-preservation directives and look solely at the bottom line of a situation. If the droid's owner has the Wealth talent, provided that the droid has been involved in its master's finances, the master is treated as being two levels higher than he or she is for the purposes of determining how many credits the master gains from the Wealth talent when gaining a level. An individual can only benefit from one droid modified in such a way. The droid can also make a Knowledge (bureaucracy) check to assess the street value of any items presented to it or to its owner.



GY-1 INFORMATION ANALYSIS DROID

H-1ME BATTLE MECHANIC DROID

H-1ME Battle Mechanic Droid

Small droid (2nd-degree) scout 1

Force 2

Init +8; Senses Perception +0

Languages Basic, Binary, 3 unassigned

Defenses Ref 17 (flat-footed 14), Fort 11, Will 11

hp 24; Threshold 11

Immune droid traits

Speed 4 squares (walking)

Melee unarmed -1 (1d2-1)

Ranged by weapon +3

Base Atk +0; Grp -2

Abilities Str 8, Dex 16, Con —, Int 17, Wis 11, Cha 11

Special Qualities droid traits, preventive maintenance

Talents Jury-Rigger

Feats Skill Focus (Mechanics), Weapon Proficiency (pistols, rifles, simple weapons)

CL 1

Skills Initiative +8, Jump +4, Knowledge (physical sciences) +8, Knowledge (technology) +8, Mechanics +13, Perception +0, Pilot +8, Stealth +13, Survival +5

Systems heuristic processor, walking locomotion, 8 tool appendages, magnetic feet, extra legs, collapsible construction, vocabulator, communications countermeasure system

Possessions tool kit

Availability Restricted; **Cost** 10,565 credits

Preventive Maintenance—For every 8 hours the H-1ME battle mechanic droid spends working on a vehicle, the vehicle regains a number of hit points equal to its Challenge Level, up to its maximum number of hit points. Preventive maintenance can occur while a ship is in hyperspace.

H-1ME BATTLE MECHANIC DROID

Small droid (2nd-degree)

hp 24

Threshold 11

Move (1 swift action, 2/turn)

The H-1ME battle mechanic droid moves 4 squares (walking).

Identify Technology (1 swift action)

The H-1ME battle mechanic droid makes a Knowledge (technology) check. If the check is successful, the droid identifies the technology of the item in question.

Mechanical Assistance (1 swift action, 1/turn)

The H-1ME battle mechanic droid assists a character's Mechanics check, providing a +2 bonus to the check.

Pick Pocket (1 swift action, 1/turn)

The H-1ME battle mechanic droid makes a Stealth check against a target's Perception; the target receives a +5 bonus to the check. If the check succeeds, the droid steals from the target an object that is hand sized or smaller.

Recharge Shields (2 swift actions, 1/turn)

The H-1ME battle mechanic droid makes a DC 20 Mechanics check. If the check is successful, the starship regains 5 points of shields, up to its normal maximum.

Regulate Power (2 swift actions, 1/turn)

The H-1ME battle mechanic droid makes a DC 20 Mechanics check. If the check is successful, the ship moves +1 step on the condition track.

Skills Initiative +8, Jump +4, Knowledge (physical sciences) +8, Knowledge (technology) +8, Mechanics +13, Perception +0, Pilot +8, Stealth +13, Survival +5

Vital Systems 8 tool appendages, magnetic feet, extra legs, vocabulator, tool kit



H-1ME BATTLE MECHANIC DROID

PLAYING AN H-1ME BATTLE MECHANIC DROID

An H-1ME clings to the outside of a ship in the middle of a battle and fights to keep that vessel moving. These droids have daredevil personalities and are not known for cautious planning or rational action. They are programmed to make split-second decisions and improvise solutions in situations that are frenetic or deadly. What's more, an H-1ME is very protective of its master's ship. The droid might be small, but it has no qualms about picking fights with larger opponents if the paint on its master's ship gets smudged. This loyalty is noteworthy, although sometimes it can get the droid's owner into trouble.

When creating an H-1ME battle mechanic droid hero, consider taking the scout class and choosing talents from the Fringer talent tree. In addition, the scoundrel's Fortune and Misfortune talent trees offer good options for helping the droid survive the dangerous situations it will face while clinging to the hull of its master's ship. Armor is also a good choice to protect the droid. Equip the character with an array of tools and tool kits to provide extra utility and bonuses.

Astromech droids are known for their ability to coax a damaged ship back to life. But not every ship is designed to carry an astromech, nor can every pilot afford one. One of the solutions to this problem is the H-1ME battle mechanic droid from Intertran Systems. This droid attaches itself to the hull of a ship and performs repairs while the vessel is in flight. Its small profile allows it to operate even in the middle of a dogfight without affecting the ship's maneuverability. The H-1ME is a toolbox that knows how to use itself.

One of the most important features of the H-1ME is that it can operate while a ship is in hyperspace, which makes the droid an excellent choice for lone merchants and starfighter pilots. In addition, many H-1MEs are found in the employ of ship dealers, making sure a merchant's inventory is ready to fly off the lot when a customer comes calling. The droid takes up the same amount of space as a standard ship's toolbox and usually fits in the storage space for tools. The droid can also be deactivated and disassembled to fit into smaller storage locations. For larger ships, multiple H-1MEs are recommended.

H-1ME battle mechanic droids can be played as droid heroes.

MODIFICATION: MISSILE DROID

The size and flexibility of the H-1ME battle mechanic droid allow it to be used in novel ways on the battlefield. A mercenary flight group known as Mazer's Mynocks disassembled their H-1MEs and loaded them into concussion missile housings. When a ship was badly damaged, a friendly starfighter fired one of the special projectiles at the vessel. En route, the H-1ME powered up, quickly reassembled itself, and was ready to begin repairing the damaged ship upon arrival. The missile housing the droid was in was painted with a distinct red and white pattern to alert the target that the incoming projectile was helpful rather than harmful.

To modify an H-1ME in this manner, start by reprogramming the droid to activate and reassemble itself when the concussion missile proximity trigger activates. This step requires a DC 11 Use Computer check and 1 hour of work. Next, build the projectile housing for the droid, which requires a DC 25 Mechanics check and 1 hour of work. Finally, disassemble the droid and load it into the missile, which requires a DC 25 Mechanics check and 1 hour of work. The H-1ME droid can perform the first two checks on its own but cannot perform the third check or assist with it. For each failed check during the process, the droid moves -1 step on the condition track, a persistent condition that can be removed with a DC 25 Mechanics check. The droid is fired with a simple attack roll. If the attack misses, the pilot that fired the missile can spend a swift action to deactivate the projectile; the droid can then be retrieved later.

A PERSONAL FAVORITE

Love this droid! I always keep a few around to make sure my other droids stay tip-top. Fixing droids comes naturally to H-1ME, even if it gets a little too attached. I usually deactivate the droid before sales days. It pitches a fit when I turn it back on, but also quite happy to see new droids that it can fix up and get to know. They are loyal and easily customizable. Anyone that spends time around droids or starships, definitely pick one up. My current unit, H-88ME, likes to tell stories while it works and has dozens about other droids of its kind. Now its in the middle of a story about H-2ME. This droid was modified to carry small bits of cargo and was launched into space by its master, said to be one of the last Jedi Knights. The little droid latched onto a spice freighter and made its way across the galaxy, looking for someone to give the treasure. What could have been so valuable, so small that it could be contained inside little droid? Holocron, maybe? Lightsaber? I will close up shop soon—I don't want to miss the next part of H-88's tale!

HK-77 ASSASSIN DROID

HK-77 Assassin Droid

CL 4

Medium droid (4th-degree) soldier 4

Force 3

Init +10; Senses darkvision; Perception +10

Languages Basic, Binary, 1 unassigned

Defenses Ref 21 (flat-footed 18), Fort 18, Will 15

hp 55; Threshold 18

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +6 (1d3+4)

Ranged blaster rifle +8 (3d8+4) or

Ranged blaster rifle +3/+3 (3d8+4)

Base Atk +4; Grp +7

Atk Options autofire (blaster rifle), Dual Weapon Mastery, Point Blank Shot

Special Actions Indomitable

Abilities Str 14, Dex 16, Con —, Int 13, Wis 12, Cha 10

Special Qualities blaster surge, droid traits

Talents Indomitable, Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Point Blank Shot, Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +10, Knowledge (tactics) +8, Perception +10, Use Computer +8

Systems heuristic processor, walking locomotion, 2 tool appendages, darkvision, improved sensor package, locked access, vocabulator, quadanium battle armor (+7 armor)

Possessions 2 blaster rifles

Availability Restricted; Cost 19,865 credits

Blaster Surge—As a full-round action, the HK-77 assassin droid can forgo its normal attacks to fire a high-powered blaster bolt from one of its rifles. The high-powered bolt deals 5d8+4 points of damage and consumes an additional five shots from the weapon's power pack. The weapon cannot be fired during the next round, while it cools down.

HK-77 ASSASSIN DROID

Medium droid (4th-degree)

hp 55

Threshold 18

Move (1 swift action, 2/turn)

The HK-77 assassin droid moves 6 squares (walking).

Avoid Surprise (1 free action)

The HK-77 assassin droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Blaster Surge (1 swift action, 1/turn)

The HK-77 assassin droid makes a ranged attack roll at +8. If successful, the attack deals 5d8+4 points of damage.

Salvo (2 swift actions, 1/turn)

The HK-77 assassin droid makes two ranged attack rolls at +3 each. Each successful attack deals 3d8+4 points of damage.

Support Fire (1 swift action, 1/turn)

The HK-77 assassin droid makes a ranged attack roll at +8. If successful, the attack deals 3d8+4 points of damage.

Skills Initiative +10, Knowledge (tactics) +8, Perception +10, Use Computer +8

Vital Systems 2 tool appendages with blaster rifles, vocabulator

Continuing the success of the HK-47 line, the HK-77 assassin droid was designed and built to be the ultimate hired killer. Originally conceived several years before the outbreak of the Jedi Civil War, the HK-77 is the culmination of the droids that came before it: the HK-47, HK-58, and HK-65 assassin models. The HK-77 is slightly shorter than its predecessors and has a narrow head with eyes that extend from each side, a shape that was borrowed from various predators found around the galaxy. Unlike the HK-47 and the HK-58, which were standard models that had hands and carried weapons, the HK-77 has weapons incorporated into its arms for ready access. When chasing a target, the droid prefers overt action over stealth, which might be its biggest flaw. By confronting its target in the open, the droid exposes itself to attack and gives its prey a chance to escape or to fight back. Despite

ENCOUNTERING AN HK-77 ASSASSIN DROID

HK-77 assassin droids are known to work alone, choosing to rely on their own abilities or the resources they can obtain to accomplish their missions. They can be found virtually anywhere in the galaxy that is reasonably well populated, since most of its targets can be traced to such locations. Many times, an HK-77 will blindly pursue its target and ignore anyone else that might be present—unless the droid decides on the spot that a bystander is a greater threat than its original quarry. On the world of Zeltros, for instance, the heroes might suddenly come face-to-face with an HK-77 that emerges from a dark alleyway in the late evening. The assassin droid steps out from the shadows and, without warning, opens fire at its target with no regard for anyone else—whether other heroes or innocent passersby—that might be in the line of fire. During the course of the conflict, the droid seeks cover from incoming attacks but does everything it can to eliminate its target first and foremost.

several attempts by the designers to correct this issue, the HK-77 continues to exhibit overly aggressive behavior.

HK-77 assassin droids can't be played as droid heroes.

MODIFICATION: FIREFIGHTER

At first, the transformation from a droid that takes lives to one that saves lives seems like a drastic change. But after seeing a modified HK-77 in action, some people wonder why the droid was not designed to perform this function in the first place. This modification tweaks the droid's hardware and software to create a firefighter that is put to great use by many safety units throughout the galaxy. Start by removing the droid's blaster rifles from its arms, and replace them with fire extinguishers. Then add four chemical cartridges to each arm, along with an automatic reload system that costs 75 credits per appendage. All together, these changes require a DC 15 Mechanics check and 2 hours of work. Finally, add a flame-retardant jacket or coating to the droid's shell to grant it a +2 bonus to Fortitude checks to resist high temperatures; the materials to create the coating cost 200 credits, and it requires 1 hour of work to apply the coating to the droid.



HK-77 ASSASSIN DROID

REPUTATION OF FEAR



After the HK-47 assassin droid, the HK-77 is one of the most feared fourth-degree droids. With built-in weapons and a cunning personality matrix, an HK-47 can terrify anyone with a price on his or her head. In many ways, that reputation works better than the droids themselves. When wanted beings discover that an HK-77 is after them, they often fear for their lives and surrender as quickly as they can. Some, though, believe that the droids' reputation is nothing more than hype.

Have you heard the story of Garm Bel Iblis, a leader of the Rebellion? Apparently, someone high in the Imperial hierarchy discovered his location on Anchoron and sent a refurbished HK-77 droid, along with other assassins, to kill him. Many believe that Bel Iblis died when a bomb planted for him detonated, but others think that he was not caught in the blast and still lives. Most assassins believe him to be dead, but the HK-77 still pursues Bel Iblis, refusing to return to Coruscant. As a result, the Empire has left the droid to its own devices. Whether Bel Iblis is alive or dead, the Rebellion would be most grateful if a group of heroes could find the droid, which was last reported to be looking for clues on Anchoron, and dismantle it permanently.

MODIFICATION: GAMBLER'S PROXY

Gamblers enjoy playing games of chance at the galaxy's clubs and cantinas. Sometimes, though, a gambler can't make it to a particular game—or chooses not to attend, since sitting down with certain seedy types can be hazardous to one's health. In such instances, sending a modified HK-77 assassin droid in the gambler's place can work nicely. Begin the modification by removing the blaster rifles and the tool appendages, and replace them with hand appendages. Next, upload information about various games of chance and gaming strategies into the droid's memory banks: This data can be purchased from entertainment vendors at major starports for about 50 credits. For gamblers that want to play a fair game, the modification is complete.

However, to give the droid a further edge, increase the output of the improved sensor package and the darkvision accessory, which requires a DC 20 Mechanics check and 1 hour of work. This upgrade gives the HK-77 a short-term vision boost that lets it see through objects within 3 meters that have 2 hit points or fewer—more than enough to look through the casings for sabacc cards and read their displays. The vision boost must be used sparingly because it burns out after prolonged use. For each round of use after the first 10 rounds of use, the droid must make a DC 15 Wisdom check. Success indicates that the vision boost continues to work. Failure means that the droid's improved sensor package and darkvision irreparably short out. On each subsequent round of use, the DC of the Wisdom check increases by 3 until either the droid stops using the upgrade or the system burns out.

HKB-3 HUNTER-KILLER DROID

HKB-3 Hunter-killer Droid

CL 6

Medium droid (4th-degree) nonheroic 3/scout 3/soldier 2

Force 3

Init +5; Senses low-light vision; Perception +11

Languages Basic, Binary, 1 unassigned

Defenses Ref 18 (flat-footed 17), Fort 19, Will 15

hp 32; Threshold 19

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +8 (1d3+4)

Ranged blaster rifle +8 (3d8+4) or

Ranged blaster rifle +6 (4d8+4) with Rapid Shot

Base Atk +6; Grp +8

Atk Options autofire (blaster rifle), Coordinated Attack, Point Blank Shot, Rapid Shot

Special Actions Expert Tracker

Abilities Str 14, Dex 13, Con —, Int 12, Wis 10, Cha 8

Special Qualities coordinated tracking, droid traits, hunting sensor, simultaneous fire

Talents Acute Senses, Expert Tracker, Weapon Specialization (rifles)

Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Rapid Shot, Skill Training (Stealth), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Perception +11 (can reroll), Stealth +10, Survival +9

Systems walking locomotion, remote processor (5-km range), 2 hand appendages, vocabulator, improved sensor package, internal comlink (encrypted), locked access, quadanium plating (+5 armor)

Possessions blaster rifle

Availability Military; Cost 19,130 credits

Coordinated Tracking—HKB-3 droids share sensor and observational data when tracking a target. When up to four HKB-3 droids are tracking the same target and each droid is within 30 squares of at least one other droid in the group, each droid makes a Survival check to track the target, and all droids use the highest result. The droids also automatically aid another on the check.

Hunting Sensor—HKB-3 droids carry specialized sensors for hunting targets that negate all cover and concealment bonuses to Perception checks, including total cover and total concealment. The sensors do not negate cover and concealment bonuses to attacks.



Simultaneous Fire—When the HKB-3 droid uses the aid another action to aid another HKB-3 droid's attack roll, that droid's attack, if it hits, deals +1 die of damage for every 5 points by which it exceeded the target's Reflex Defense. Multiple HKB-3 droids using the aid another action stack their attack bonuses, but this bonus to damage is only applied once.

HKB-3 HUNTER-KILLER DROID

Medium droid (4th-degree)

hp 32

Threshold 19

Move (1 swift action, 2/turn)

The HKB-3 hunter-killer droid moves 6 squares (walking).

Blaster Rifle (1 swift action, 1/turn)

The HKB-3 hunter-killer droid makes a ranged attack with its blaster rifle at +8. If successful, the attack deals 3d8+4 points of damage.

Coordinated Tracking (2 swift actions, 1/turn)

The HKB-3 hunter-killer droid makes a Survival check to track a target. When up to four HKB-3 droids are tracking the same target and each droid is within 30 squares of at least one other droid in the group, each droid makes a Survival check to track the target, and all droids use the highest result. The droids also automatically aid another on the check.

PLAYING A HKB-3 HUNTER-KILLER DROID

Playing an HKB-3 droid works best in adventures set before the Clone Wars or in which the droid is part of an independent unit still in service after the Separatists' defeat. To create an HKB droid hero, select the stock battle droid chassis (see page 11). Consider replacing the remote processor with a basic or a heuristic processor. In either case, this alteration rids the droid of its dependence on a remote droid controller. The HKB still can receive remote processor commands but is not bound to follow them.

HKBs use abilities from the scout and soldier classes. Select the scout class first if you plan to focus on stealth and tracking, or choose the soldier class if you want to focus on firepower and defense. Consider becoming a multiclass character to support the droid's hunter-killer label. If scout is selected first, spend your bonus starting Armor Proficiency feat on Armor Proficiency (light) and your first level feat on Armor Proficiency (medium). You also must be trained in the Survival skill to use its tracking application.

Simultaneous Fire (2 swift actions, 1/turn)

The HKB-3 hunter-killer droid uses the aid another action to aid another HKB-3 droid's attack roll, granting the allied droid +1 die of damage for every 5 points by which the droid's attack roll exceeds its target's Reflex Defense. Multiple HKB-3 droids using the aid another action stack their attack bonuses, but this bonus to damage is only applied once.

Skills Perception +11 (can reroll; ignores cover and concealment, including total cover and total concealment), Stealth +10, Survival +9

Vital Systems 2 hand appendages, vocabulator, internal comlink (encrypted), blaster rifle

Years before the Clone Wars, Baktoid introduced the HKB-3 to the hunter-killer droid market. With decent weaponry, modular appendages, and an excellent degree of control, the droids soon became popular among higher-ranking Trade Federation officials as bodyguards and personal security. Like Baktoid's cheaper B1 units, the HKB relies on remote processing and carries a bulky communications unit that extends above the height of its head. Although the unit is an obvious vulnerability, it provides additional protection for the droid's head. Eventually, the HKB's bodyguard duties are handed over to the much superior Droidekas. HKBs see some action during the Clone Wars, but they are usually relegated to guard duty or patrolling remote worlds rather than serving as front-line fighters.

Given their reliance on remote processors, HKBs are always accompanied by some type of droid control ship, vehicle, or similar unit. However, they are dangerous in combat and worthy of the hunter-killer label. The droids are especially threatening when operating in small groups. The basic model carries standard handheld weaponry, which can be swapped out for appendage-mounted weapons.

HKB-Series hunter-killer droids can be played as droid heroes.

MODIFICATION: JAMMER

This modification adds local jamming capability to the HKB-3 droid's large receiver package without disrupting the link to its own remote processor. When activated, the jammer inhibits comlinks, the remote processors of enemy droids, and most other communications signals within a 12-square radius of the HKB. Sensors scanning the area cannot easily penetrate the static field, but they do detect the jamming automatically. Initiating the jammer requires a standard action, and sustaining it requires a move action. When the field is activated, the droid makes a Use Computer check with a +10 equipment bonus. Anyone attempting to communicate or scan through the jamming field must make an opposed Use Computer check against that result. Opponents that succeed can communicate, although static still disrupts the signal, and enemy droids reliant on remote processors must spend a swift action to filter out the noise. Opponents that fail the check cannot communicate, and enemy droids reliant on remote processors stop moving and cease to function while within the static field (unless they have backup processors).

Making this modification requires 4,000 credits' worth of parts and software. The installation requires a DC 15 Mechanics check, a DC 15 Use Computer check, and 6 hours of work.

HUNTING HUNTER-KILLERS



So, you're going after that ex-Separatist, Neimoidian coward Tornak Po? I imagine you've already heard that he's been hiding out in the desolate wastes of Tatooine's southern polar region. He can't pay his debts since his side lost the war, and I think he's trapped there in his luxury yacht. Or he's hiding. Or both. Who knows?

I bet you want to know more about those hunter-killers he's rumored to have as protection. No problem. The HKBs were decent enough back before the Trade Federation decided to start invading planets instead of just buying them off. The droids are still lethal, but they were outclassed by other models the Separatists obtained for the war. Plus, they were more expensive than the B1 droids, and Neimoidians are cheap. Tornak probably got his HKBs for free, or maybe he found an old stash of them.

Anyway, don't let their perceived obsolescence fool you—the droids are still dangerous and can track you down far better than the average battle droid. They're particularly fond of working in groups and firing simultaneously on a target with rapid fire weapons. Isolated targets are dead targets, but maybe you can use that to your advantage to turn the tables on them. Good luck.

KM1 MINING DROID

KM1 Mining Droid

Large droid (5th-degree) nonheroic 6

Init +3; Senses darkvision; Perception +2

Languages Basic, Binary

Defenses Ref 17 (flat-footed 17), Fort 17, Will 9

hp 31; SR 10; Threshold 22

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +11 (1d4+7)

Ranged laser cutter +4 (3d8)

Fighting Space 2x2; Reach 1 square

Base Atk +4; Grp +16

Atk Options slammer

Abilities Str 24, Dex 10, Con —, Int 10, Wis 8, Cha 8

Special Qualities droid traits, mining shield generator, stability, adaptable programming

Feats Armor Proficiency (light, medium), Slammer, Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Endurance +8 (can reroll, taking the better result), Perception +2, Stealth -2

Systems walking locomotion, basic processor, 2 tool appendages, mining shield generator, darkvision, vocabulator, duranium plating (+8 armor)

Possessions 2 laser cutters (treat as heavy blaster pistols; maximum range of 12 squares)

Availability Licensed; Cost 21,880 credits

Mining Shield Generator—This device operates as a normal shield generator (SR 10) and enables the KM1 mining droid to reroll Endurance checks and take the better result to resist environmental damage and effects.

Stability—The KM1 mining droid gains a +5 bonus to avoid being knocked prone.

Adaptable Programming—The KM1 mining droid is built for easy adaptation to tasks. The DC of Use Computer checks to reprogram the droid is reduced by 5.

KM1 MINING DROID

Large droid (5th-degree)

hp 31

Threshold 22 (SR 10)

Move (1 swift action, 2/turn)

The KM1 mining droid moves 6 squares (walking).

Adaptable Programming (1 free action)

CL 2

When reprogramming a KM1 mining droid, reduce the DC of the Use Computer check by 5.

Improvised Fire (1 swift action, 1/turn)

The KM1 mining droid makes a ranged attack at +4 (maximum range 12 squares). If successful, the attack deals 3d8 points of damage.

Slammer (1 swift action, 1/turn)

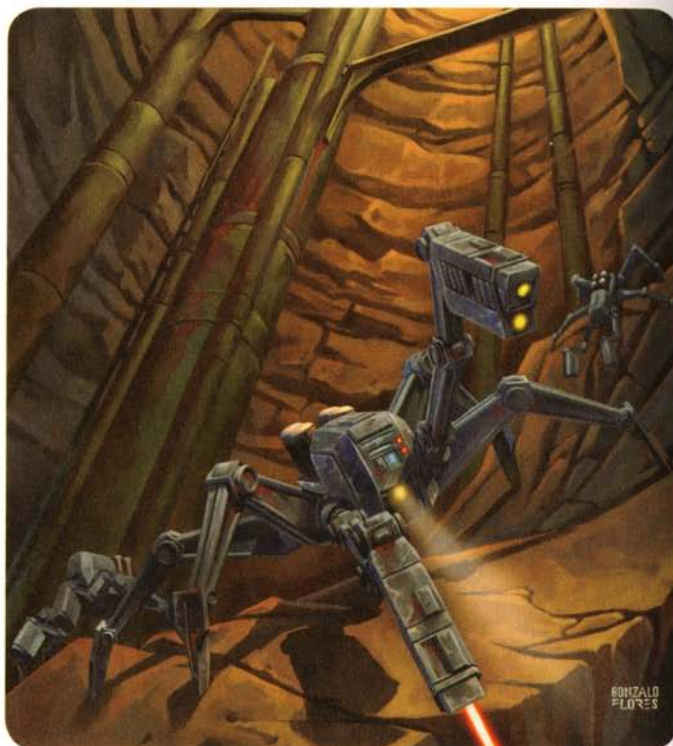
The KM1 mining droid makes a melee attack at +10. If successful, the attack deals 1d6+18 points of damage. If the damage exceeds the target's damage threshold, the target also gains a persistent condition.

Stability (1 free action)

The KM1 mining droid gains a +5 bonus to avoid being knocked prone.

Skills Endurance +8 (can reroll), Perception +2, Stealth -2

Vital Systems 2 tool appendages with laser cutters (treat as heavy blaster pistols; maximum range of 12 squares), mining shield generator, vocabulator



KM1 MINING DROID

ENCOUNTERING A KM1 MINING DROID

In the Old Republic era, KM1 mining droids are found in most major mining facilities in the galaxy. In later eras, derivative models from contemporary manufacturers are likely to remain in operation. KM1 droids typically operate in small groups, usually in conjunction with excavation variants (see below) and under the command of an organic or droid supervisor. The owner of a KM1 can exploit several advantages. First, the droid can legally carry what are essentially two heavy blaster pistols. Second, the unit is highly durable and can withstand greater environmental extremes than the average droid. Furthermore, those who discover the ease with which a KM1 can be reprogrammed can make good use of this feature. In fact, it's possible for heroes—or villains—to control a small, primitive army of mining droids without a lot of effort.

Duwani Mechanical Products designed KM1 mining droids to excavate raw materials in tight quarters and dangerous environments. The Peragus mining facility used the droids extensively in its operations during the time of the Old Republic. Each low-standing, crablike droid carries two laser cutters to blast obstructing rock and punch holes for its fuel siphons. For defense, the KM1 can use the laser cutters as improvised blasters, although they are inaccurate and have an extremely short range. The droid can carry small amounts of fuel by siphoning it into four onboard storage cylinders on its back. Most KM1s are also equipped with mining shield generators to protect them from environmental effects and other damage.

The droids are not terribly intelligent, but they store highly specialized instructions and information on the specific material they are deployed to extract. Mine administrators like KM1s because they are highly durable, easy to deploy, and easy to program. However, the latter feature can become a security issue, since almost anyone with knowledge of droid programming can take control of the unit. Using the KM1 chassis as the base model, Duwani Mechanical Products supplies Peragus and other facilities with several specialized variants.

KM1 droids can't be played as droid heroes.

MODIFICATION: EXCAVATION DROID

One of the main KM1 variants is the excavation droid. Its features are almost identical to those of the standard model, including the mining shield generator, but it carries heavy laser cutters and heavy armor. Although an excavation droid's primary task is to blast through dense rock, it has a lesser version of the base model's siphoning system for extracting hard-to-reach veins of fuel. To create this variant, replace the KM1's laser cutters with heavy laser cutters (treat them as heavy blaster rifles with a maximum range of 12 squares), and replace the duranium plating with neutronium plating (+11 armor). To reflect the excavation droid's durability, select the Improved Damage Threshold feat. Finally, reduce its speed to 4 squares to reflect its heavier armor and frame.

MODIFICATION: WALL WALKER

A KM1 modification used in some mines is a conversion technique that allows the droid to walk on any surface in a tunnel, including walls and ceilings. Additionally, the droid can secure itself to a suitable surface well enough to carry out mining activities, and, once set, the wall walker is difficult to dislodge. To make this modification, first equip the KM1 with climbing claws. If an event or Force power tries to dislodge the droid, it can reroll its Strength or grapple check and take the better result.

ork) is one of the more popular modifications.

A SCAVENGER'S GOLD MINE



Hello, fellow scavengers, good deal for you today. I just received word the Blast Pit mining operation shut down this week. Even better, the corporation abandoned all old equipment and droids. Now, the equipment's fine, but it's hard to sell. What I need are the droids. Probably dozens of KM1s down there. Maybe no one told them to shut down and they're still working away. Or maybe one of the droid supervisors took over after it realized they had the run of the place. Never mind. I just want you to go out and capture as many of those things as you can. I'll pay top credits for them, especially those that are not too damaged, not too worn out. Mind you, I'm sure I'm not the only one to hear about this! You might have to contend with other scavengers, but what's a little competition among rivals? Remember, they're most likely not out to kill you, and I might do business with them someday, so try not to eliminate future customers.

Better take a heavy-duty vehicle, and something to load the droids on to it. Those things are heavy, and who thinks they'll go along willingly? Of course, scavengers as cunning as you might be figuring out a way to get the KM1s to deliver themselves. Mighty impressed if you pull that off.

M38 EXPLORER DROID

M38 Explorer Droid

CL 2

Medium droid (2nd-degree) scout 2

Force 3

Init +1; Senses darkvision; Perception +15

Languages Basic, Binary, 1 unassigned

Defenses Ref 14 (flat-footed 14), Fort 18, Will 14

hp 28; Threshold 23

Immune droid traits

Speed 6 squares (tracked)

Melee unarmed +6 (1d3+6)

Ranged by weapon +1

Base Atk +1; Grp +6

Abilities Str 20, Dex 10, Con —, Int 12, Wis 14, Cha 8

Special Qualities advanced sensors, droid traits

Talents Acute Senses

Feats Improved Damage Threshold, Skill Focus (Perception), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +6, Knowledge (galactic lore) +7, Knowledge (life sciences) +7, Knowledge (physical sciences) +7, Perception +15 (can reroll), Survival +8



M38 EXPLORER DROID

Systems heuristic processor, tracked locomotion, 2 hand appendages, darkvision, holorecorder, improved sensor package, internal storage (5 kg), vocabulator

Availability Licensed; **Cost** 12,285 credits

Advanced Sensors—With a successful Perception check, the M38 explorer droid can detect electromagnetic energy, radiation, and seismic activity within 500 meters and motion within a 12-square radius.

M38 EXPLORER DROID

Medium droid (2nd-degree)

hp 28

Threshold 23

Move (1 swift action, 2/turn)

The M38 explorer droid moves 6 squares (tracked).

Advanced Sensors (2 swift actions, 1/turn)

With a successful Perception check, the M38 explorer droid can detect electromagnetic energy, radiation, and seismic activity within 500 meters and motion within a 12-square radius.

Avoid Surprise (1 free action)

The M38 explorer droid makes a Perception check at the start of a battle.

If the check is successful, the droid's master avoids surprise.

Know Direction (2 swift actions, 1/turn)

With a successful Survival check, the M38 explorer droid can determine which direction is north while planetside.

Sensor Sweep (2 swift actions, 1/turn)

With a successful Perception check, the M38 explorer droid can detect lifeforms within a 24-square range.

Skills Endurance +6, Knowledge (galactic lore) +7, Knowledge (life sciences) +7, Knowledge (physical sciences) +7, Perception +15 (can reroll), Survival +8

Systems 2 hand appendages, holorecorder, internal storage (5 kg), vocabulator

A few years before the Clone Wars, Les Tech pooled its best minds to devise the next great droid concept. The collaboration resulted in the M38 explorer droid, which was equipped with a complete sensor suite and holorecorder system. Les Tech marketed the M38 as the droid that would take the risk of exploring potentially hazardous new worlds instead of the scout that owns it, leaving him or her free to concentrate on other duties such as mapping planetary terrain and analyzing the droid's findings. With its heavy tracks and sturdy construction, the M38 promised to be a useful companion for adventurers whose careers focused on exploration. However, many potential customers were intimidated by the droid, fearing that it would eventually replace them in the field. Worse, those who decided to give it a try despite their misgivings found that the droid was more trouble than it was worth.

PLAYING AN M38 EXPLORER DROID

Although the M38 is a second-degree droid, players choosing to build the droid with heroic levels should start with the stock probe droid chassis (see page 12). The best class with which to begin the droid's career is scout, but the droid's lack of a Constitution score prevents it from taking the Shake It Off feat. Instead of starting with the stock internal comlink and locked access, the M38 explorer droid gains the advanced sensors special quality, as described in its statistics block. Also, exchange the hovering locomotion for tracked locomotion, replace the tool appendage with another hand appendage, and add 5 kilograms of internal storage. Select Knowledge (life sciences), Knowledge (physical sciences), and Perception as three of the droid's starting skills. For additional skills, consider Endurance to represent the droid's ability to continue its mission long past the expected span of time, Knowledge (galactic lore) to represent the droid's knowledge of planetary systems and cultures, Mechanics to represent the droid's skill with performing self-maintenance while in the field, and Survival to represent the droid's ability to find its way through a planet's wilderness. Be sure to purchase a holorecorder as a part of the droid's starting equipment.

The M38 gained a reputation for slow speed, an almost constant need for maintenance, and a lack of weaponry. Still, these shortcomings did not prevent the Rebellion from using a number of the droids.

M38 explorer droids can be played as droid heroes.

MODIFICATION: ENGINEER

Many scouts wandering the fringes of the galaxy do not have the means to obtain a droid that can keep the ship running in the middle of a mission. Fortunately for them, this modification allows the M38 to act as an engineer. Start by installing three tool appendages in the droid's torso, each of which requires a DC 20 Mechanics check and 1 hour of work. Next, attach an electric arc welder, an electroshock probe, and a laser cutter to these appendages; adding each tool requires a DC 15 Mechanics check and 30 minutes of work. Install a diagnostics package, and connect it to the holorecorder to give the droid the ability to review its assessment and reroll its Mechanics check, taking the better of the two results. Reprogram the droid to have the Mechanics skill instead of Survival, and change the Skill Focus feat to boost Mechanics instead of Perception. Provide the droid with a tool kit to finish the modifications.

MODIFICATION: NAVICOMPUTER

One of the most important aspects of being an explorer is the ability to know where you're going. Navigating between the stars is not an easy feat and is usually left to astromech droids and navicomputers. If a ship's astromech droid or navicomputer is damaged in battle or otherwise rendered inoperable,

having a backup is a good safety measure. Many scouts have been extremely glad to have modified an M38 explorer droid to serve in this role. To make this modification, start by removing the droid's holorecorder and internal storage space and installing an astrogation buffer with 6 memory units; this change requires a DC 15 Mechanics check and 1 hour of work. Attach a tool appendage with a scomp link on the end; when coupled with the astrogation buffer, this gives the droid Skill Focus (Use Computer) as a bonus feat. Finally, reprogram the Survival skill to Use Computer, and shift the Skill Focus feat from Perception to Use Computer.

MODIFICATION: PATROL DROID

This particular modification appeals to mercenaries and underworld types as well as to explorers. With the M38's aptitude for detection and surveillance, altering the droid so that it patrols a desired area is fairly easy. Start by replacing the droid's hands with tool appendages fitted with blaster rifles or by exchanging at least one hand for a tool appendage with a blaster rifle attached. Install an internal comlink in the droid's chassis with a DC 15 Mechanics check and 1 hour of work. You can give the droid locked access, too, but that change is not required. Bolt a glow rod to the side of the droid's head, giving it the ability to aid another's attacks without incurring a penalty to its check from low-light conditions or darkness. Finally, reprogram the droid's Weapon Proficiency (pistols) feat to Weapon Focus (rifles), and change the Knowledge (physical sciences) skill to Initiative.

GOING HAYWIRE



Everybody complained about the M38 explorer droid when it was first introduced on the market. They said it couldn't possibly do as well as a real scout—or that it was *too* good and would steal jobs from everyone in that field. Well, they changed their tune after a few of these droids got bought, eh? Suddenly, they started saying that the M38 is messed up in one way or another. The droids can't move in a straight line, or they can't see where they're going, or they go crazy and drive off a cliff or into a tree or something! Couldn't sell them very well after that. You know, I'll bet that's what happened to this one planet hopper in the Outer Rim a while back. This guy, a trader out near Naboo, he picked up a distress signal from someone who said she was stranded on . . . uh, Baarstal. Yes, that's it! She was stranded on Baarstal, and she was carrying on about how her M38 droid went haywire and started damaging the ship. Before she knew it, the droid had damaged the engines and a number of other systems before it got off the ship and disappeared into the jungle. Now, she needs to be rescued. I'll bet she won't have such a glowing review of the droid after this little incident.

MEV-SERIES MEDICAL EVACUATION DROID

MEV-Series Medical Evacuation Droid

CL 1

Medium droid (1st-degree) nonheroic 5

Init +9; Senses low-light vision; Perception +5

Languages Basic, Binary, 2 unassigned

Defenses Ref 18 (flat-footed 16), Fort 11, Will 11

hp 18; Threshold 11

Immune droid traits

Speed 6 squares (hovering)

Melee unarmed +4 (1d3+1)

Ranged by weapon +5

Base Atk +3; Grp +5

Special Actions Cybernetic Surgery, Surgical Expertise

Abilities Str 12, Dex 15, Con —, Int 14, Wis 13, Cha 10

Special Qualities droid traits, folding repulsorlift bed, quick load

Feats Armor Proficiency (light), Cybernetic Surgery, Skill Focus (Treat Injury), Skill Training (Initiative), Surgical Expertise

Skills Initiative +9, Knowledge (life sciences) +9, Perception +5, Treat Injury +13, Use Computer +9

Systems hovering locomotion, heuristic processor, 4 hand appendages, improved sensor package, vocabulator, folding repulsorlift bed, durasteel plating (+6 armor)

Possessions 6 medpacs, medical kit, surgery kit

Availability Licensed; Cost 13,425 credits

Folding Repulsorlift Bed—The MEV droid's folding bed is stored in the vertical position behind the droid when not in use. The bed takes a move action to deploy by swinging down into position. The bed must be deployed to carry a passenger. Once the bed is deployed, the droid's fighting space is 1 square wide x 2 squares long. Passengers in the bed are held in place by a low-power force field. Passengers must be of Medium or smaller size.

Quick Load—As a move action, the MEV droid can use its arms to pick up and load a willing or unconscious passenger onto its bed. The droid can load a passenger while taking two move actions in one turn.

MEV-SERIES MEDICAL EVACUATION DROID

Medium droid (1st-degree)

hp 18

Threshold 11

Move (1 swift action, 2/turn)

The MEV droid moves 6 squares (hovering).

Diagnosis (1 free action)

The MEV droid makes a Knowledge (life sciences) check to determine the source of a disease or an injury and communicates the diagnosis to its owner.

First Aid (2 swift actions, 1/turn)

The MEV droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level plus 1 hit point for every point by which the check was successful. A character can be treated with first aid in this manner only once per day.

Folding Repulsorlift Bed (1 swift action, 1/turn)

The MEV droid deploys its folding repulsorlift bed to carry a passenger.

Quick Load (2 swift actions, 1/turn)

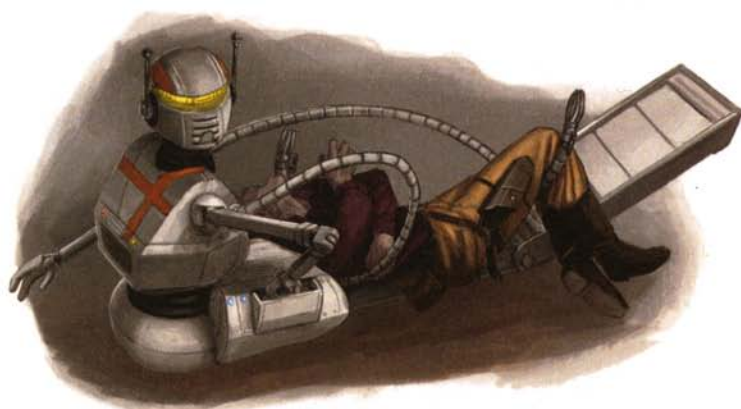
The MEV droid loads a willing or unconscious passenger onto its bed.

Revivify (2 swift actions, 1/turn)

The MEV droid makes a DC 20 Treat Injury check on a target in an adjacent square that is currently at 0 hit points. If the check is successful, the target is unconscious instead of dead.

Skills Initiative +9, Knowledge (life sciences) +9, Perception +5, Treat Injury +13, Use Computer +9

Vital Systems 4 hand appendages, vocabulator, folding repulsorlift bed, 6 medpacs, medical kit, surgery kit



MEV-SERIES MEDICAL EVACUATION DROID

PLAYING A MEV-SERIES MEDICAL EVACUATION DROID

Start with the stock medical droid chassis (see page 12), which covers the medical basics. Select either the noble or the soldier class, depending on the conditions in which the droid will operate. For a battlefield evacuation unit, choose the soldier class to take advantage of its higher hit points and starting Armor Proficiency feats. Although this class has greater defenses, it has fewer options for trained skills and helpful talents. To improve your support role capabilities, start with the noble class instead. You must take Armor Proficiency (light) as your first level feat, but your improved skill and talent selection will help your comrades even when they are uninjured. Take Perception, Persuasion, and Use Computer as trained skills, and consider taking Initiative as a trained skill to speed your evacuation duties during combat. Purchase an additional tool appendage, an ample supply of medpacs, a medical kit, and a surgery kit as your starting equipment. You can store the medical kit's litter in a special long compartment within the chassis' repulsorlift sled.

Industrial Automaton started production of the MEV-Series medical evacuation droid 10 years prior to the start of the Clone Wars. The model quickly became popular with mercenary groups and metropolitan evacuation teams. Part medical droid and part repulsorlift sled, the MEV evacuates an injured being while also giving first aid to the patient. The droid gives first aid effectively and efficiently on its own, and when it has access to medical equipment typically found in a hospital or medical bay, it can perform routine surgical procedures.

The MEV has a built-in repulsorlift sled that folds up vertically behind the droid when not in use. When deployed, the padded bed has a low-power gravity field that secures a patient in place while the droid removes him or her from immediate danger. The droid's torso sits at the front of the sled and has four telescopic arms that can reach and treat any part of the patient. Armor plating extends one-quarter of the way along the sides of the sled to protect the droid and the patient. The MEV's medical equipment and supplies are stored behind the armor, at the head of the bed.

MEV-Series medical evacuation droids can be played as droid heroes.

MODIFICATION: HIGH-SPEED BOOSTER

Although the MEV's speed, even when loaded, is equal to that of any standard Human, some owners choose to increase its movement rate as much as possible. There are two common ways to carry out this modification. The first is to boost the output of the droid's repulsorlift engine to increase the droid's speed by 1 square. This change requires a DC 20 Mechanics check using the Tech Specialist feat, 1,000 credits, and 1 day of work. The second method

is to add booster rockets to the bottom or sides of the sled, which can fire whenever the sled is deployed. When activated, the rockets add 2 squares to the droid's speed. They carry 10 charges, with each round of activation equaling one charge. Adding booster rockets requires a DC 25 Mechanics check, 5,000 credits for parts, 1 day of work, and a DC 15 Use Computer check for adding control programming.

MODIFICATION: IMPROVED ENCLOSURE

Some owners feel that the open bed of the evacuation droid needlessly exposes patients to additional dangers. By making a DC 20 Mechanics check and spending 2,000 credits for parts, you can enclose the bed on all sides (except the top) in 3 days of work; as a result, patients loaded onto the bed benefit from cover from incoming attacks. The droid loses the ability to fold up the repulsorlift sled and always takes up a 1x2-square area for fighting space. This modification also hinders the droid's quick load special quality; it takes a -5 penalty when attempting to quick load while taking two move actions in one turn. However, the droid gains additional storage space along the interior of the armored walls, increasing the number of medpacs it can carry from 6 to 12.

MODIFICATION: SPECIALIZED PROCESSOR

Because the standard MEV has a single processor, the droid must split its time between treating the patient and navigating out of what is usually a dangerous situation. Adding a subprocessor that specializes in controlling locomotion leaves the main processor free to devote its full attention to the patient. Installing the new subprocessor requires a DC 20 Mechanics check, 2,000 credits for parts, and 2 days of work. Each turn, the modified droid can make one move action as a swift action. When using the subprocessor, the droid must move at least 1 square.

EMERGENCY EVAC

Medical droids are a little out of my area of expertise. But let me tell you, when you deal with as many battle droids as I do, you see a lot of medical droids in action. I bring this up because I see you have a fine MEV unit there, and I've just received some unsettling news about a situation that you might be able to help with. There's a colony on Thuna III, in a small system near the Unknown Regions, that's been devastated by a groundquake. To make matters worse, I've heard that a band of raiders is planning to take advantage of the chaos and make off with whatever they can. If you can get to Thuna III quickly enough, you might be able to stop the raiders. Either way, the colonists sure could use your droid's help.



MK-SERIES MAINTENANCE DROID

MK-Series Maintenance Droid

CL 1

Medium droid (2nd-degree) scout 1

Force 1

Init +7; Senses Perception +5

Languages Basic, Binary, Bocce, Huttese

Defenses Ref 14 (flat-footed 12), Fort 12, Will 11

hp 24; Threshold 12

Immune droid traits

Speed 6 squares (tracked)

Melee claw -1

Base Atk +0; Grp +2

Abilities Str 9, Dex 14, Con -, Int 15, Wis 10, Cha 13

Special Qualities droid traits

Talents Jury-Rigger

Feats Shake It Off, Skill Focus (Mechanics), Skill Focus (Use Computer)*, Skill Training (Use Computer)*, Weapon Proficiency (simple weapons)

Skills Climb -6, Endurance +5, Initiative +7, Knowledge (galactic lore) +7, Knowledge (technology) +7, Mechanics +12, Perception +5, Pilot +7, Use Computer +12

Systems heuristic processor, tracked locomotion, 2 claw appendages, diagnostic package, internal storage (20 kg), scomp link, vocabulator

Availability Licensed; Cost 11,080 credits

Lateral Thinker—The unique programming of an MK-Series maintenance droid allows it to come up with solutions to problems that other droids might never reach. When the MK-Series droid spends a Force Point to add to a Mechanics check or a Use Computer check, increase the die type of the Force Point by one step (from d6 to d8, or from d8 to d10).

Versatile Appendages—Thanks to the versatility of the equipment installed in the MK-Series maintenance droid's claw appendages, the droid is always considered to have a tool kit.

**Reprogrammed from Scout starting feats as a factory standard*

MK-SERIES MAINTENANCE

Medium droid (3rd-degree)

hp 24

Threshold 12

Move (1 swift action, 2/turn)

The MK-Series maintenance droid moves up to 6 squares (tracked).

Issue Routine Command (1 swift action, 1/turn)

The MK-Series maintenance droid issues a routine command to a computer that has a friendly attitude toward it.

MK-SERIES MAINTENANCE DROID



Jury-Rig Repairs (2 swift actions, 1/turn)

The MK-Series maintenance droid makes a Mechanics check (DC 25) at +17 on a disabled mechanical device or vehicle. If the check is successful, the target moves +2 steps on the condition track and regains 1d8 hit points.

Shake It Off (2 swift actions, 1/turn)

The MK-Series maintenance droid moves +1 step on the condition track.

Skills Climb -6, Endurance +5, Initiative +7, Knowledge (galactic lore) +7, Knowledge (technology) +7, Mechanics +12, Perception +5, Pilot +7, Use Computer +12

Systems tracked locomotion, 2 claw appendages, diagnostic package, scomp link, vocabulator

The Kalibac Industries MK-Series maintenance droid was designed to serve as an assistant and, occasionally, as the primary mechanic aboard space transports and capital ships. The MK-Series maintenance droid had a somewhat unique design premise: The droid should be able to solve problems that arise during space travel, even those that cannot be anticipated, in the same way that a living technician would be able to. During the droid's initial design process, Kalibac engineers consulted a wide variety of starship

PLAYING AN MK-SERIES MAINTENANCE DROID

The MK-Series droid makes an excellent choice for players looking to take on the role of the party's technician or pilot. The MK-Series droid's personality meshes well with the needs of an adventuring party, and their durability exceeds that of many other, comparable droids. First, start by choosing the mechanic droid generic chassis (see page 12). The best starting class for replicating an MK-Series droid is either the scout class (as it matches the MK-Series droid's standard class), or the scoundrel class (as it has both Mechanics and Use Computer as class skills). Choosing the scout class will produce the closest replica of the stock MK-Series droid and will match its durability with higher hit points and the Shake It Off starting feat, and taking noble at second level allows you to pick up Use Computer relatively quickly. Consider taking Skill Focus in Mechanics or Pilot as a starting feat, depending on your primary role in the party. Jury-Rigger as a starting talent for the scout class matches the stock MK-Series droid, but given the droid's ability to ignore difficult terrain thanks to its tracked locomotion, Long Stride isn't a bad choice for players seeking more mobility.

engineers, spaceport mechanics, and even some outlaw techs (although Kalibac's legal department stringently denies it) in order to craft a droid personality capable of finding creative solutions to the problems that come up while traveling through space. As a result, the MK-Series droid, though more prone to developing personality quirks than most other droids, has the ability to produce creative solutions even when dealing with problems it has never before encountered.

An unanticipated side effect of this unique programming is that MK-Series maintenance droids are somewhat more reckless and aggressive than other second-degree droids. Many MK-Series droids even develop methods of self-repair that far exceed those of other droids, meaning they are more prone to taking risks since they can more quickly restore themselves to fully functional status.

MK-Series maintenance droids can be played as droid heroes.

MODIFICATION: SABOTEUR

Just as the MK-Series droid produces creative solutions to problems that pop up during space travel, some malicious owners have converted the droids into equally creative saboteurs. In fact, with the proper reprogramming and hardware alterations, the MK-Series maintenance droid makes an exceptionally vicious saboteur, as it is prone to finding extremely creative (and frightening) ways for the things it sabotages to fail. The droid must be altered to overcome the protocols that prevent it from harming others, requiring a DC 25 Use Computer check and 1 hour of work. Next, the droid's

tool kit appendages need to be modified to include the tools necessary to sabotage a device while still making it functional (or at least make it look functional). This requires a DC 25 Mechanics check and 1 hour of work. With these changes made, the droid gains the following special quality:

Cunning Saboteur—The MK-Series maintenance droid can use the Handle Explosives application of the Mechanics skill on any vehicle or complex mechanical object, even if it has no explosives available. With 1 hour of work, the MK-Series maintenance droid can convert components of the target vehicle or mechanical object into an improvised explosive charge (which functions exactly as the explosive charge found on page 131 of the Saga Edition core rulebook).

THRILL SEEKERS NEED NOT APPLY



MK-Series maintenance droids are irritating mechanic droids that usually end up being more trouble than they are worth. They tend to forget their place in the galaxy, instead providing creative (and aggressive) solutions to even the most mundane problems. An MK-Series maintenance droid that goes too long without a memory wipe can prove to be dangerous and reckless, as the crew of the *Commander of Staves* found out the hard way. Their MK-Series maintenance droid, MK-87, was reputed to be one of the best mechanics in the Outer Rim. The *Commander of Staves* (a YT-1930 space transport used for smuggling) was on the run from the authorities when its captain ordered MK-87 to modify the ship's systems to make them invisible to other ships' sensors. The droid did so by shutting down all power on the ship and venting hyperdrive coolant into space—making the ship appear to be a rogue comet and killing everyone onboard as the ship's life support failed. The ship was finally captured and impounded, but the droid escaped capture and stole away on a shuttlecraft. According to the authorities, the droid altered its identification and has drifted from ship to ship ever since, leaving each ship after causing some catastrophe through its creative interpretation of orders. Currently, there is a hefty bounty on the droid, and anyone that suddenly finds themselves in possession of a quirky MK-Series droid should take care that they have not inherited MK-87 from its last, doomed owners.

MODEL 88-SERIES ADMINISTRATION DROID

Model 88-Series Administration Droid

CL 5

Medium droid (1st-degree) nonheroic 6/noble 3

Force 3

Init +3; Senses Perception +11

Languages Basic, Binary, 7 unassigned

Defenses Ref 13 (flat-footed 13), Fort 12, Will 17

hp 26; Threshold 12

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +5 (1d3)

Ranged by weapon +5

Base Atk +6; Grp +5

Special Actions Educated, Inspire Haste

Abilities Str 8, Dex 8, Con —, Int 16, Wis 14, Cha 12

Special Qualities droid traits, superior analysis, timely observation

Talents Educated, Inspire Haste

Feats Linguist, Skill Focus (Gather Information), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [galactic lore]), Skill Training (Deception), Skill Training (Knowledge [galactic lore]), Skill Training (Persuasion), Skill Training (Use Computer), Weapon Proficiency (simple weapons)

Skills Deception +10, Gather Information +15, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +17, Perception +11, Persuasion +10, Stealth +8, Use Computer +12

Systems walking locomotion, heuristic processor, 2 hand appendages, internal storage (5 kg), vocabulator, internal comlink

Possessions datapad

Availability Licensed; Cost 15,000 credits

Superior Analysis—When a Model 88-Series administration droid fails any Knowledge check, it can immediately make a Perception check, add half the total to the previous Knowledge check, and take the new result.

Timely Observation—Once per encounter, a Model 88-Series administration droid can make a DC 20 Perception check as a free action on its turn. If the check is successful, the droid observes a physical or psychological weakness in an opponent. The droid gains a +1 bonus to its next attack roll or opposed skill check against that opponent. Alternatively, the droid can grant the bonus to an ally who can see or hear the droid for use on the ally's next turn.

MODEL 88-SERIES ADMINISTRATION DROID

Medium droid (1st-degree)

hp 26

Threshold 12

Move (1 swift action, 2/turn)

The Model 88-Series administration droid moves 6 squares (walking).

Improve Access (2 swift actions, 1/turn)

The Model 88-Series administration droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

Issue Routine Command (1 swift action, 1/turn)

The Model 88-Series administration droid issues a routine command to a computer that has a friendly attitude toward it.

Superior Analysis (no action required)

When a Model 88-Series administration droid fails any Knowledge check, it can immediately make a Perception check, add half the total to the previous Knowledge check, and take the new result.

Timely Observation (1 free action, 1/encounter)

The Model 88-Series administration droid can make a DC 20 Perception check on its turn. If the check is successful, the droid observes a physical or psychological weakness in an opponent. The droid gains a +1 bonus to its next attack roll or opposed skill check against that opponent. Alternatively, the droid can grant the bonus to an ally who can see or hear the droid for use on the ally's next turn.

Skills Deception +10, Gather Information +15, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +17, Perception +11, Persuasion +10, Stealth +8, Use Computer +12

Vital Systems 2 hand appendages, internal storage (5 kg), vocabulator, internal comlink, datapad

The Uhr-Vah-Vo TechWorks Model 88 is one example of the vast number of niche market droids produced in the galaxy. The Tiss'shar company produced the Model 88 as a clerical and administration droid a couple of decades before the Clone Wars. The droid's masterful analytical skills caught the attention of the InterGalactic Banking Clan, which was so impressed, it purchased almost the entire production run, then bought out Uhr-Vah-Vo itself. A few years before the Clone Wars, the 88s were largely replaced in most IGBC facilities. The droids were sold to banks and other companies outside the Clan at a deep discount. Although the droids performed as expected, their true function was revealed when they suddenly shut down, along with all the other Separatist droids, at the end of the Clone Wars. Unknown to their new owners, the 88s actually served as IGBC industrial spies, secretly reporting detailed information to their original masters. As a precaution, all remaining 88s were scrapped.

PLAYING A MODEL 88-SERIES ADMINISTRATION DROID

To create a Model 88 droid hero, select the stock service droid chassis (see page 13). Although that chassis is usually a third-degree droid, the Model 88 hero should instead be considered a first-degree droid. Replace the basic processor with a heuristic processor, and remove the tool mount. Select Skill Training (Knowledge [bureaucracy]) as the bonus feat. Choose the noble class as your starting class, and select the appropriate Skill Training and Skill Focus feats, similar to the feats listed in the droid's statistics block. If your adventure takes place after the conclusion of the Clone Wars, your Model 88 could have a number of nonstandard parts, appendages, or systems.

The Model 88 is a basic bipedal droid, with long, thin limbs and a narrow body. They're built for light to moderate duty, designed to serve in offices or, at most, in light industrial facilities. Banks and financial institutions greatly value their analytical and bookkeeping skills, as does the occasional accounting group in major corporations.

Model 88 droids can be played as droid heroes.



MODEL 88-SERIES ADMINISTRATION DROID

MODIFICATION: GAMBLER'S FRIEND

A small number of gamblers salvaged some Model 88s from the scrap heap and now use them to cheat casinos and other gambling establishments. Some also use the droids as sabacc dealers or as directors of other games. Making this modification requires a DC 25 Use Computer check and 2,000 credits' worth of software. Some owners also install an internal comlink, but that accessory is not strictly required. When gambling against the house (see page 47 of the Saga Edition core rulebook), the gambler gains a +5 bonus to his or her Wisdom check as long as the gambler can see or hear the droid and the droid has a view of the entire gaming table. If the modified Model 88 droid is in the open, the Gamemaster might require a Stealth or Deception check to conceal the droid's true purpose from the other gamblers or from casino security. When gambling against other characters, the gambler gains a +2 bonus to his or her Wisdom check.

MODIFICATION: INDUSTRIAL SPY

This modification turns the Model 88 into an industrial espionage machine similar to those serving the InterGalactic Banking Clan. Begin by installing a hidden core in the droid's processor or as a separate data store elsewhere within the droid. This step requires a DC 20 Mechanics check, a DC 25 Use Computer check, and 5,000 credits' worth of upgrades. The hidden core contains the droid's espionage programming, and the droid's primary personality remains unaware of its existence. To complete the modification, reprogram the droid to be trained in the Stealth skill. Once per day, the droid can take 20 on a Gather Information check or a Use Computer check to uncover useful data that it was not aware of previously. In addition, once per day, when looking for information on a specific item, person or location, the droid can reroll any Gather Information, Use Computer, or Knowledge (bureaucracy) check and keep the better result.

JUNK DROIDS

You have a fine eye, welcome customer. This is a rare droid, inspirationally designated the Model 88. Yes, you are correct, it misses a couple of limbs. Extremely difficult to find a fully intact Model 88. Thus, the rarity. Their pieces are collectable! Oops—let me shut old 6z88 off here. Such talk disturbs it. There. Now, what really makes this particular droid a unique specimen is that its head is intact. Most 88s were junked after the Clone Wars by enemies of the Banking Clan, their heads destroyed, for spying. Anyway, such a deal for you. Buy this fine Model 88 from me and take to Nar Shaddaa. There, you'll find the nearly complete information broker 8t88, who's sure to pay prime credits for the head. Yes, that is the only part missed by 8t88! He's quite upset by the small replacement he has now. Probably, he takes the new head and uses the rest for spare parts. Sorry—can't sell you just the head. All or nothing. And be careful. 8t88 is a selfish criminal who once tangled with Kyle Katarn.

PG-5 GUNNERY DROID

PG-5 Gunnery Droid

CL 0

Large droid (2nd-degree) nonheroic 2

Init +0; Senses Perception +8

Languages Basic (understand only), Binary,
2 unassigned (understand only)

Defenses Ref 8 (flat-footed 8), Fort 15, Will 10

hp 15; Threshold 20

Immune droid traits

Speed 4 squares (wheeled)

Melee unarmed +6 (1d6+5)

Ranged laser welder +0 (3d6)

Base Atk +1; Grp +11

Abilities Str 20, Dex 8, Con —, Int 14, Wis 11, Cha 6

Special Qualities battery fire, droid traits, superior weapon repair

Feats Skill Focus (Mechanics, Use Computer), Toughness, Weapon
Proficiency (heavy weapons)

Skills Mechanics +13, Perception +8, Use Computer +13

Systems heuristic processor, wheeled locomotion, 1 claw appendage,
3 tool appendages, diagnostics package, improved sensor package,
scomp link

Possessions laser welder

Availability Licensed; Cost 7,280 credits

Battery Fire—The PG-5 gunnery droid can control all vehicle weapons that make up a single battery as if the droid were controlling only one weapon. However, the droid takes a –1 penalty to its attack rolls for each weapon in the battery.**Superior Weapon Repair**—During the first encounter after the PG-5 gunnery droid performs or assists with repairs or upgrades on a vehicle's weapon systems, each weapon gains a +1 bonus to attack rolls.

PG-5 GUNNERY DROID

Large droid (2nd-degree)

hp 15

Threshold 20

Move (1 swift action, 2/turn)

The PG-5 gunnery droid moves 4 squares (wheeled).

Battery Fire (2 swift actions, 1/turn)

The PG-5 gunnery droid can control all vehicle weapons that make up a single battery as if the droid were controlling only one weapon. However, the droid takes a –1 penalty to its attack rolls for each weapon in the battery.

Improve Access (2 swift actions, 1/turn)

The PG-5 gunnery droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

**Jury-Rig** (2 swift actions, 1/turn)

With a DC 25 Mechanics check, the PG-5 gunnery droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-Rig application of the Mechanics skill on page 70 of the Saga Edition core rulebook).

Recharge Shields (2 swift actions, 1/turn)

When acting as the shield operator of a vehicle or operating a device that has a shield rating, the PG-5 gunnery droid can make a Mechanics check to restore 5 points to its shield rating, up to its normal maximum.

Sensor Sweep (1 swift action, 1/turn)

The PG-5 gunnery droid can make a Use Computer check to use a vehicle's sensors when linked to the vehicle's systems.

Skills Mechanics +13, Perception +8, Use Computer +13

Vital Systems 1 claw appendage, 3 tool appendages, diagnostics package, laser welder

Designed by Industrial Automaton, the PG-5 gunnery droid's original purpose was to supplement and provide additional support for gunners assigned to Imperial capital ships. The PG-5 has the same basic appearance as the more famous R2 astromech droid, with the most notable difference being that the PG-5 is much taller than the R2. Inside, the PG-5 is filled with tools and programming that permits it to operate and repair ship-based weapons, shield systems, and sensors. Despite all that it offers, the PG-5's size, slow movement, and passive personality helped make this droid series an utter

PLAYING A PG-5 GUNNERY DROID

To create a PG-5 gunnery droid hero, start by choosing the stock astromech droid chassis (see page 11). The best starting class to pick is the scoundrel, using the Point Blank Shot feat to replicate the droid's ability to handle weapons with ease. Instead of starting with the stock astrogation buffer and internal storage, a PG-5 droid hero gains the battery fire and superior weapon repair special qualities, as described in the full statistics block. Select Mechanics and Use Computer as two of the droid's starting skills. Consider choosing Knowledge (tactics) to represent the droid's knowledge of battle tactics and its ability to anticipate an opponent's actions, Perception to represent the droid's ability to locate enemy ships and target them with a vehicle's weapons, and Pilot to represent the droid's knowledge of vehicle operation. Be sure to purchase a laser welder and a scomp link as part of the droid's starting equipment. Also, consider purchasing a tool kit or various separate tools, such as an electroshock probe or a laser cutter.

failure in the eyes of the Imperial military. As a result, IA made only a few hundred PG-5s before ceasing production; those droids were purchased by planetary armed forces, local law enforcement agencies, and individuals employed in the freight forwarding business. These owners of PG-5s found that the droid, after receiving a minor personality upgrade, was not only an efficient gunnery droid but was also rather insightful and could perform better than average repairs and upgrades to various ship systems.

PG-5 gunnery droids can be played as droid heroes.

MODIFICATION: FIRE CONTROL SYSTEM

Despite the fact that many people complain about the PG-5 gunnery droid's lackluster performance, some of those critics found a way to modify the droid to take advantage of its redeeming features—mainly, its gun-control software and the hardware that allows it to link to a vehicle's weapon systems. To modify a PG-5 to perform in this capacity, start by installing a series of synchronized fire circuits that are routed through the droid's processor and scomp link. Performing this vital step takes 1 day of work and requires a DC 20 Mechanics check to properly install the hardware and a DC 20 Use Computer check to calibrate the droid's programming to use the fire circuits. Reprogram the droid's Skill Focus (Mechanics) feat to Weapon Focus (heavy weapons). This change causes the droid to lose the superior weapon repair special quality, but the new feat negates the -1 penalty imposed by the battery fire special quality. Finally, reprogram the Mechanics skill to Knowledge (tactics) to complete the modifications.

MODIFICATION: MECHANIC'S ASSISTANT

Some critics of the PG-5 gunnery droid emphasize its similarities to Industrial Automaton's R2 astromech droid, with the main difference being the size variance between the models. Although many people scoff at the idea of a

PG-5 acting as a technician (due to its size, which prevents it from reaching areas that most astromechs can reach), others have modified the droid with great success to act as a mechanic's assistant. Start by removing the tool appendage that holds the scomp link, and install a hand appendage in its place. Add 3 kilograms of internal storage to the droid, providing just enough space for a tool kit and one or two components needed to hold replacements for broken parts. Reprogram the droid's skill set to change Perception to Knowledge (technology), and replace the Toughness feat with Skill Focus (Knowledge [technology]) to give the droid an edge when working with devices. The last step is to place a tool kit in the storage compartment.

MODIFICATION: SECURITY SYSTEM

If a crew has to leave its starship or base of operations for an extended period of time, protecting the ship or base becomes a top priority. One common precaution is to set up a droid to keep the place from falling into the wrong hands, especially a droid that has been geared for security. Administrators and captains have found that the PG-5 gunnery droid, after receiving a few modifications, is a good choice to perform such duties. To modify the droid in this fashion, start by installing a sensor booster, which can be used to increase the ship's short-range sensors while the droid is operating them. Also, install a communications countermeasure system to help ensure that the droid's calls for assistance will not be jammed by invaders. Reprogram the droid to shift the Skill Focus feat from Mechanics to Perception. As an option, if the droid doesn't already have internal cameras, consider giving it a repulsorcam or two to step up the internal security of the starship or installation.

THE COWARD'S WAY

Despite the better than average programming that went into the PG-5 gunnery droid, it gets a lot of complaints. If organics are not griping about its sheer size blocking a walkway or its sluggish speed hindering movement in a corridor, they are carrying on about its lack of initiative in performing one of its primary duties: firing the guns. The PG-5 is supposed to be a gunnery droid, so why doesn't it like to use them? You would think that Industrial Automaton would have programmed something into the droid to help it do its job. If they had, the PG-5 on board the Republic cruiser that was chasing a defecting ship out by Ord Mantell might have helped to catch the deserters and bring them in for trial. But as always, the droid hesitated, and the defectors escaped before a shot was even fired at their ship. Supposedly, the defectors also took a couple of Senators as hostages, probably to ransom them back to the Republic or give them as a peace offering to their new allies. That PG-5 is fortunate that I am not its supervisor. If I were, I would turn it inside out for its colossal failure of duty.



PLNK-SERIES POWER DROID

PLNK-Series Power Droid

CL 1

Medium droid (5th-degree) nonheroic 3

Init +0; Senses darkvision; Perception +0

Languages Basic (understand only), Binary

Defenses Ref 18 (flat-footed 18), Fort 13, Will 10

hp 11; Threshold 13

Immune droid traits

Speed 4 squares (walking)

Melee unarmed +4 (1d3+2)

Ranged by weapon +1

Base Atk +2; Grp +4

Abilities Str 14, Dex 8, Con —, Int 8, Wis 9, Cha 4

Special Qualities droid traits, failsafe withdrawal, power charge

Feats Armor Proficiency (light, medium), Improved Defenses, Skill Focus (Mechanics)

Skills Mechanics +10, Perception +0

Systems walking locomotion, basic processor, 2 tool appendages, darkvision, diagnostics package, duranium plating (+8 armor)

Possessions liquid Tibanna tank and pump, LT-powered generator

Availability Military; Cost 6,990 credits

Failsafe Withdrawal—The first time a PLNK-Series power droid is attacked in an encounter, as a reaction, it can move up to its speed immediately after that attack is resolved.

Power Charge—With a successful DC 15 Mechanics check, a PLNK-Series power droid can recharge a depleted blaster power pack at a rate of 1 shot per round. Also, when using the recharge shields action, the droid can restore 7 points to a vehicle's shield rating, up to its normal maximum.

PLNK-SERIES POWER DROID

Medium droid (5th-degree)

hp 11

Threshold 13

Move (1 swift action, 2/turn)

The PLNK-Series power droid moves 4 squares (walking).

Ammo Source (1 free action)

The PLNK-Series power droid can be hooked up to some types of repeating blasters and other weapons and used as an ammunition source.

Failsafe Withdrawal (reaction)

The first time a PLNK-Series power droid is attacked in an encounter, as a reaction, it can move up to its speed immediately after that attack is resolved.

Power Charge (1 swift action, 1/turn)

With a successful DC 15 Mechanics check, a PLNK-Series power droid can recharge a depleted blaster power pack at a rate of 1 shot per round.

Recharge Shields (2 swift actions, 1/turn)

With a successful DC 20 Mechanics check, a PLNK-Series power droid can restore 7 points to a vehicle's shield rating, up to its normal maximum.

Regulate Power (2 swift actions, 1/turn)

With a successful DC 20 Mechanics check, a PLNK-Series power droid moves a starship +1 step on the condition track.

Skills Mechanics +10, Perception +0

Vital Systems 2 tool appendages, diagnostics package, liquid Tibanna tank and pump, LT-powered generator

When Industrial Automaton introduced its popular GNK power droids, they were universally seen as serviceable but clearly ripped off from Veril Line Systems' EG-Series. Despite bad publicity, Industrial Automaton expanded its power droid line to include power sources beyond the standard fusion generator. Since many remote outposts rely on liquid Tibanna for heating and other needs, IA saw a marketing niche to exploit.

The PLNK-Series power droids are designed for storing and refueling liquid Tibanna (LT). To increase its LT capacity, the PLNK droid became a stretched GNK droid, with four legs instead of two. Weighed down by a heavy internal LT tank and LT-powered generator, the PLNK droid tends to waddle slowly, when required to move at all. The droid carries an internal pump for loading

ENCOUNTERING A PLNK-SERIES POWER DROID

PLNK droids can be encountered in any starport, isolated outpost, or industrial facility, although much less frequently than the typical power droid. The occasional unit might be used as a mobile pumping station to sell liquid Tibanna at certain locations, but plunk droids typically support the outpost or starport itself and remain out of public view. Due to the highly volatile payload they carry, plunk droids are often stored either in highly secure areas or far away from vulnerable starships and facilities.

Fearful of self-detonation, some PLNK droids interpret their safety protocols to an extreme. It is not unusual to see a plunk unit waddling away from an area as fast as it can at the slightest hint of danger. Of course, "fast" for a plunk droid is almost never fast enough to escape an immediate threat. Fortunately, its dense shielding often protects the droid from lesser dangers.

or discharging LT through its externally mounted hose and nozzle. Although the PLNK doesn't have the near-limitless power generation of a standard power droid, its LT-driven generator is capable of supplying power for most outposts' needs for extended periods of time—at least, until the LT runs out.

Like other power droids, PLNK droids are encased in heavy shielding, which protects the highly flammable liquid Tibanna. PLNK droids feature heightened security and safety protocols to further protect their cargo, but they are still restricted by highly limited programming and artificial intelligence. And just as the GNKs picked up the nickname "gonk droids," PLNKs are often called "plunk droids" due to their distinctive vocalizations.

Plunk droids can't be played as droid heroes.

MODIFICATION: OBSERVATION PLUNK

Given the fact that power droids are commonly ignored except when in use, it's natural that some owners use the seemingly unintelligent droid as a spy or security sentry. This modification can be carried out in several ways. Creating a basic mobile audio and visual sensor platform requires the addition of an internal encrypted comlink (DC 15 Mechanics check) and routing software (DC 15 Use Computer check) to broadcast the data back to the owner's



PLNK-SERIES POWER DROID

receiver. Reprogramming the PLNK to carry out basic observation duties requires a DC 10 Use Computer check. However, the dim-witted droid tends to fixate on whatever it observes, allowing someone who is being watched to make a DC 25 Perception check to notice the droid's unusual attention. To further improve the droid's Perception and detection abilities, consider installing an improved sensor package.

MODIFICATION: SUPERCHARGER

Like all power droids, PLNK units can be used to recharge nearly any power system on board starships or vehicles, or even to recharge personal power packs. The time required ranges from only a few seconds to minutes or even hours, depending on the device or system. The supercharger modification allows a plunk droid to recharge systems in half the time normally required. Predictably, this use also consumes the droid's supply of liquid Tibanna at twice the normal rate. Converting a plunk droid into a supercharger takes 2 days and requires a DC 25 Mechanics check, a tool kit, and 5,000 credits' worth of parts.

Some mercenary units and bounty hunters use superchargers to power their repeating blasters, increasing the weapons' damage by 1 die. However, using a supercharger as an ammo source is not without risk. First, if the power cable length exceeds 6 squares, the weapon is too heavy to wield properly in combat unless mounted on a tripod. On the other hand, keeping the supercharger close places an explosive target uncomfortably close to the weapon's wielder. The PLNK droid's natural tendency for self-protection must also be countermanded, or it will attempt to flee the battlefield. Additionally, the increased power severely wears on the weapon itself. After 200 shots, the pattern lining the interior of the blaster barrel becomes completely fused, rendering the weapon useless until it receives repairs (requiring a DC 20 Mechanics check and 2 hours of work) and spare parts worth half the weapon's standard cost.

WANDERING DROID



Hey, friend, you want to make a few credits? I need you to retrieve one of my wayward power droids. You see, there were a couple of rough customers around here yesterday and, well, you know, we had a disagreement. Unfortunately, all the excitement spooked one of my plunk droids, and it ran off when its self-preservation programming kicked in. These plunks, they're about as thick as their armor plating, and I don't want the droid accidentally detonating if it gets run over by a speeder or taken apart by a few foolish Jawas. Oh, the plunk might find its way home eventually, but it just isn't worth the risk. Don't you worry—it's perfectly safe around here. The little fella just gets easily confused when it's out of its element. Credits? Sure, like I said, credits are no problem. Now, last I saw, the droid went off in that direction . . .

RO-D-SERIES DROID

RO-D-Series Droid

CL 3

Medium droid (5th-degree) nonheroic 1/scoundrel 3

Force 3

Init +3; Senses low-light vision; Perception +15

Languages Basic, Binary, 1 unassigned

Defenses Ref 17 (flat-footed 15), Fort 15, Will 15

hp 13; Threshold 15

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +4 (1d4+3) or

Melee club +4 (1d6+3) or

Melee stun baton +4 (1d6+3/2d6 stun)

Ranged by weapon +3

Base Atk +2; Grp +4

Special Actions Disruptive, Walk the Line

Abilities Str 15, Dex 12, Con —, Int 12, Wis 13, Cha 11

Special Qualities droid traits, instant help, quick fix

Talents Disruptive, Walk the Line

Feats Martial Arts I, Pin, Quick Draw, Skill Focus (Perception), Skill

Training (Deception), Skill Training (Mechanics), Weapon Proficiency (simple weapons)

Skills Deception +7, Mechanics +8, Perception +15, Stealth +8

Systems walking locomotion, basic processor, 2 hand appendages, 1 tool appendage, improved sensor package, internal comlink, internal storage (10 kg), vocabulator

Possessions amplified audio monitor, programmable holographic light rack, club, concealed stun baton

Availability Licensed; Cost 14,800 credits

Instant Help—Once per encounter, as a reaction, an RO-D-Series droid can move up to its speed and automatically aid another to help an ally with an attack roll or a skill check for a skill in which the RO-D droid is trained.

Quick Fix—Once per encounter, an RO-D-Series droid can use the Jury-Rig application of the Mechanics skill as a standard action instead of a full-round action.

RO-D-SERIES DROID

Medium droid (5th-degree)

hp 13

Threshold 15

Move (1 swift action, 2/turn)

The RO-D-Series droid moves 6 squares (walking).

Instant Help (reaction, 1/encounter)

Once per encounter, as a reaction, an RO-D-Series droid can move up to its speed and automatically aid another to help an ally with an attack roll or a skill check for a skill in which the RO-D droid is trained.

Pin (2 swift actions, 1/turn)

If the RO-D-Series droid succeeds on a grappling attack and its opponent fails an opposed grapple check, the opponent is automatically pinned until the start of the droid's next turn.

Quick Fix (1 swift action, 1/encounter)

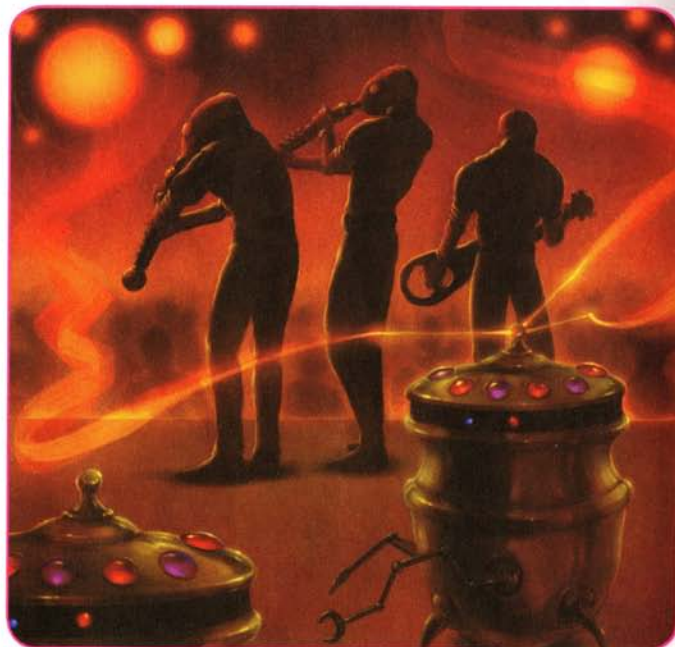
The RO-D-Series droid uses the Jury-Rig application of the Mechanics skill (see page 70 of the Saga Edition core rulebook) more quickly than normal.

Stun Baton (1 swift action, 1/turn)

The RO-D-Series droid makes a melee attack at +4. If successful, the attack deals 1d6+3 points of damage or 2d6 points of stun damage.

Skills Deception +7, Mechanics +8, Perception +15, Stealth +8

Vital Systems 2 hand appendages, 1 tool appendage, internal comlink, internal storage (10 kg), vocabulator, amplified audio monitor, programmable holographic light rack, club, concealed stun baton



RO-D-SERIES DROID

PLAYING AN RO-D-SERIES DROID

Start by selecting the stock labor droid chassis (see page 11) and the scoundrel class. Choose Mechanics, Perception, and Stealth as trained skills. Select the Disruptive talent, then later pick up Walk the Line, which you can use in conjunction with your built-in audio and visual equipment to distract opponents. If you want to focus on being a bodyguard, take levels in the soldier class and select the Draw Fire or Harm's Way talents (although, for the latter, you'll also need to be trained in the Initiative skill).

You also need to select the look and style of your droid. Units built to support rowdier styles of music are typically more rugged and flashy, and units that support more elegant tastes have a refined appearance. Creating an RO-D that is a mismatch for its intended style can lead to conflicts but some amusing roleplaying. Keep this consideration in mind when selecting your systems and equipment.

Balmorran Arms developed the RO-D-Series droid as a combination stage production labor droid and personal security unit for popular musicians on tour throughout the galaxy. As civilized regions of the galaxy become more dangerous during the Clone Wars, large-scale production houses look for subtle ways to increase security around their profitable performers. The RO-D-Series is part labor droid, part mechanic, and part bodyguard. Production companies love the cost efficiency of using the multifunctional unit. Balmorran provides substantial customization opportunities, both stock from the factory and in aftermarket kits. As such, the droid's appearance is highly adaptable, although each unit is built from the same underlying chassis and systems.

RO-D droids come in an array of colors and styles, each designed to be suitable for a specific mode of music or performance. This flexibility is critical, since the droids are usually on stage during a performance. If everything goes as planned, spectators might never realize that a droid is present and ready to spring into action. Typical units also function as audio amplifiers or lighting and holographic projector racks, and they can mimic most types of stage equipment—even the occasional musical instrument. RO-D droids contain compartment space for tools, props, spare parts, or just about anything else a performer might need on stage.

If a piece of equipment fails during a performance, the RO-D can make repairs on stage. If a crowd gets out of hand or a musician's life is in jeopardy, the droid can provide crowd control or become a personal bodyguard, escorting its charge safely from the stage.

RO-D droids can be played as droid heroes.

MODIFICATION: ESCAPE CAPSULE

This modification turns an RO-D droid into a personal escape vehicle for a band member. Making this modification requires a droid with enough compartment space for the passenger. The droid's size is typically such that the person must

squeeze into the space available. Once inside, the rider uses the droid's Reflex and Fortitude Defenses. An attack that exceeds both the droid's Fortitude Defense and the passenger's Fortitude Defense affects the passenger. The capsule features a small port, operable only from the inside, through which the passenger can transfer small objects or fire a weapon. The rider can also control the RO-D's locomotion system, essentially driving the droid where needed, although the droid retains control of all other systems. To turn an RO-D into an escape capsule, add sufficient compartment space per the regular droid modification rules. You must also add the interior control system, requiring a DC 15 Mechanics check and a DC 15 Use Computer check.

MODIFICATION: ONE DROID BAND

A few independently minded RO-D droids have, as they say, taken their show on the road. Not content with remaining in the background, these droids have turned themselves into performers in their own right. Few parts of the galaxy regard them as particularly talented, so the units typically work in cheap venues on backwater worlds. Despite their poor reputation, these units are adept at replicating and adapting sounds and voices. After hearing a sound or voice for 3 minutes, the droid can reproduce it almost perfectly. This ability grants the droid a +10 bonus to Deception checks when replicating a voice. The droid also might gain a circumstance bonus when attempting to deceive others by yelling, faking sounds, or making other distracting noises. To modify an RO-D in this manner, reprogram the droid so it is trained in the Persuasion skill and make a DC 30 Use Computer check. If the RO-D has levels in the independent droid prestige class (see page 46 of *The Force Unleashed Campaign Guide*), the DC of the Use Computer check is reduced to 20.

KILLER MUSIC

RO-D droids are special. Balmorran says they're marketed for labor and security, but I'm more than a little convinced that the Melody Fellowship corporation that originally ordered the droids was really after rival productions that imitated their musical stars. Conspiracy theories aside, I've seen a lot of lesser acts use RO-Ds for cheap stage setup and personal security during the show. With a rowdy crowd, the droids are hardly inanimate props. It's pretty amusing to watch them keep the crowd at bay with ultrabright spotlights and ear-splitting blasts of sound. Of course, if things get really rough, the RO-Ds are decent fighters, if a little odd looking.

Here's a suggestion for pulling in some credits. Get a couple of RO-Ds; assemble some good holoprojectors, audio blasters, and sound boards; and hire yourself and your ship out to a Bith musical troupe. They'll pay you for transport and equipment rental. The RO-Ds can handle the stage production, although you might need to pitch in a little creativity. But watch out for musicians or their managers who owe credits to someone. They might not pay you, either. Worse, they might bring you a lot of trouble.

R8-SERIES ASTROMECH DROID

R8-Series Astromech Droid

CL 0

Small droid (2nd-degree) nonheroic 2

Init +2; Senses Perception +8

Languages Basic (understand only), Binary, 2 unassigned (understand only)

Defenses Ref 12 (flat-footed 11), Fort 9, Will 10

hp 5; Threshold 9

Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking)

Melee electroshock probe +0 (1d8-1 ion)

Ranged laser welder +2 (3d6)

Base Atk +1; Grp -3

Abilities Str 9, Dex 13, Con —, Int 14, Wis 10, Cha 8

Special Qualities droid traits, navigation charts

Feats Skill Focus (Mechanics, Pilot, Use Computer), Skill Training (Pilot)

Skills Mechanics +13, Perception +8, Pilot +12, Stealth +6, Use Computer +13

Systems heuristic processor, wheeled locomotion, walking locomotion (exclusive), 1 claw appendage, 4 tool appendages, diagnostics package, improved sensor package, internal comlink, scomp link, sensor booster, sensor pack, magnetic feet

Possessions astrogation buffer (storage device, 6 memory units), circular saw, electroshock probe, fire extinguisher, holoprojector, holorecorder, laser welder

Availability Licensed; Cost 7,990 credits

Navigation Charts—Stored in the memory banks of the R8-Series astromech droid is a database of star charts that cover most of the known galaxy. Coordinating this information with its cutting-edge navicomputer, the droid can calculate a course through hyperspace as if it had access to the HoloNet, and does not take a -5 penalty to its Use Computer check. In addition, when time is of the essence, the droid can calculate a course as a standard action instead of a full-round action.

R8-SERIES ASTROMECH DROID

Small droid (2nd-degree)

hp 5

Threshold 9

Move (1 swift action, 2/turn)

The R8-Series astromech droid moves 6 squares (wheeled) or 4 squares (walking).

Copilot (1 swift action, 1/turn)

With a successful Pilot check, the R8-Series astromech droid can assist the vehicle's pilot, providing a +2 bonus to the character's Pilot check.

Issue Routine Command (1 swift action, 1/turn)

The R8-Series astromech droid can issue a routine command to a computer that has a friendly attitude toward it.

Navigation Charts (1 swift action, 1/turn)

Even if the R8-Series astromech droid does not have access to the HoloNet, it can calculate a course through hyperspace as if it had access.

Recharge Shields (2 swift actions, 1/turn)

When operating a vehicle or device with a shield rating, the R8-Series astromech droid can make a Mechanics check to restore 5 points to the shield rating, up to the normal maximum.

Regulate Power (2 swift actions, 1/turn)

When acting as the engineer of a vehicle, the R8-Series astromech droid can make a Mechanics check to move the vehicle +1 step on the condition track.

Skills Mechanics +13, Perception +8, Pilot +12, Stealth +6, Use Computer +13

Vital Systems 1 claw appendage, 4 tool appendages, internal comlink, magnetic feet, astrogation buffer (storage device, 6 memory units), circular saw, electroshock probe, fire extinguisher, holoprojector, holorecorder, laser welder

The period after the defeat of Grand Admiral Thrawn and his Imperial fleet at the Battle of Bilbringi allowed many of the New Republic's organizations to breathe more easily. During that time, Industrial Automaton further advanced its famous line of astromech droids and developed the R8-Series.

PLAYING AN R8-SERIES ASTROMECH DROID

Players who want to build an R8-Series astromech droid with heroic levels should choose the stock astromech droid chassis (see page 11). The best starting class to select is the scoundrel, using the Point Blank Shot starting feat to represent the droid's swift reaction to enemies within point-blank range. Instead of starting with darkvision, 2 kilograms of internal storage, and six tool appendages, the R8 character starts with four tool appendages and gains the navigation charts special quality, as described in the droid's statistics block. Select Mechanics, Perception, and Use Computer as three of the droid's starting skills. For additional trained skills, consider selecting Knowledge (galactic lore) to represent the droid's knowledge of various areas of the galaxy through the study of star charts, Pilot to represent the droid's ability to handle a starship, and Stealth to represent the droid's talent for moving among people without being easily noticed. Be sure to purchase a sensor booster and a sensor pack as a part of the droid's starting equipment.

THE WANDERER



The R8-Series, eh? That's a worthy successor to the R2-Series. No doubt about that! I've made quite a few credits from selling those droids, and no complaints from my customers, either. I even have one working in the back of my shop, helping me maintain some of my older models. Did you notice that little receiver dish on its dome? Pretty cute, eh? I should point out that there is one little thing about R8s that makes them, shall we say, less than perfect. Now, don't get me wrong, friend—these droids are great! But I found that they tend to pick up a quirk or two a little easier than some other droids. This one R8 I had a few weeks ago developed a sense of wanderlust and rolled right out of my shop one night! Lucky for the droid, I was sleeping at the time. The thing that really bugs me is it took one of my datapads—the one with all the records of my recent sales. If you could find the R8 and that datapad for me, I'd be very grateful. I might even give you a droid . . . at a discount, of course.

After creating a highly effective but limited-use R7 astromech, IA sought to create another droid that would be as notable as the lucrative R2-Series but with updated technological systems and capabilities. In fact, the R8-Series has most of the abilities of its R2 cousin, but goes above and beyond what the R2 can do. In addition to its array of tools, the R8 also hosts a full-frequency comlink system as a standard accessory. Scouts, lone starfighter pilots, and others in need of a long-range communications interface find this particular feature of the droid highly valuable, and IA sales representatives make it a selling point.

R8-Series astromech droids can be played as droid heroes.

MODIFICATION: SIGNAL HUB

Although it seems that the R8-Series astromech droid is already equipped to serve as an excellent signal hub, a few changes allow it to function even better in that capacity. Most of the equipment necessary for this modification is already installed on the droid: a sensor pack, a sensor booster, and the Use Computer skill. To finalize the upgrade, simply install a sensor countermeasure package to mask the droid's signals and keep it from being detected by hostile forces. Some owners choose to make additional changes that further enhance the droid's ability to direct signals. For example, installing a communications countermeasure system will boost the R8's signal strength and help prevent its communications from being jammed. Just as the sensor booster extends the range of sensors, a simple modification to the communications countermeasure system (requiring a DC 25 Mechanics check and 2 hours of work) can provide a temporary boost of a comlink's signal strength and double its range for 5 minutes once per day. As another optional upgrade, reprogram the Skill Focus (Mechanics) feat to Skill Focus (Perception) to improve the droid's potential to act as a signal hub.

MODIFICATION: SMUGGLER'S ASSISTANT

The widely known story of how R2-D2 secretly transported the stolen plans of the Death Star is only one example of how astromech droids can be used to smuggle items. This modification is inspired by the legacy created by the R8's predecessor. Begin by adding up to 5 kilograms of internal storage, spread throughout the droid's chassis as smaller compartments, each of which requires a DC 30 Perception check to discover. Next, install a spring-loaded mechanism to allow its master to store a spare blaster inside the droid in case of entanglements with the authorities. Erase the droid's Perception skill, and replace it with Deception to help fool customs agents and other snoops into thinking that the R8 is merely a standard astromech. Setting up locked access to keep the droid running is a popular option. Many smugglers also consider installing an electric defense grid in case somebody manages to get into one of the droid's secret compartments.



R8-SERIES ASTROMECH DROID

RWW-SERIES PROTOCOL DROID

RWW-Series Protocol Droid

Medium droid (3rd-degree) nonheroic 1

Init -1; Senses Perception +0

Languages Basic, Binary, 1 unassigned

Defenses Ref 9 (flat-footed 9), Fort 8, Will 10

hp 3; Threshold 8

Immune droid traits

Speed 6 squares (walking)

Melee unarmed -2 (1d3-2)

Ranged by weapon -1

Base Atk +0; Grp -1

Abilities Str 7, Dex 8, Con —, Int 12, Wis 10, Cha 14

Special Qualities droid traits, mimic

Feats Skill Focus (Knowledge [galactic lore], Persuasion), Skill Training (Deception, Knowledge [bureaucracy])

Skills Deception +7, Knowledge (bureaucracy) +6, Knowledge (galactic lore) +11, Perception +0, Persuasion +12

Systems basic processor, walking locomotion, 2 hand appendages, translator unit (DC 10), vocabulator

CL 0

Availability Licensed; Cost 5,505 credits

Mimic—As a swift action, the RWW-Series protocol droid can reroll a Deception check when attempting to imitate the speech patterns and gestures of a selected character but must take the result of the second roll, even if it is worse.

RWW-SERIES PROTOCOL DROID

Medium droid (3rd-degree)

hp 3

Threshold 8

Move (1 swift action, 2/turn)

The RWW-Series protocol droid moves 6 squares (walking).

Databank (1 swift action)

The RWW-Series protocol droid can attempt a Knowledge check involving bureaucracy, galactic lore, or social sciences. If the check is successful, the droid communicates the information to its master.

Mimic (1 swift action)

The RWW-Series protocol droid can imitate an individual of its master's choosing, gaining a +2 bonus to a Deception check made to produce a deceptive appearance.

Translator (1 free action)

With a DC 10 translator check, the RWW-Series protocol droid translates to or from any language it knows.

Skills Deception +7, Knowledge (bureaucracy) +6, Knowledge (galactic lore) +11, Perception +0, Persuasion +12

Vital Systems 2 hand appendages, translator unit (DC 10), vocabulator



RWW-SERIES PROTOCOL DROID

Conceived by the Devon, natives of the world of Teagan near the Corporate Sector, the RWW-Series protocol droid was inspired by the protocol droids used by the Trade Federation, which dominated the planet for almost two centuries until the end of the Clone Wars. When the Trade Federation was incorporated into the Empire, the Devon were left to their own devices, and they needed protocol droids to help them interact with visitors to their world. The result was the humanoid RWW-Series, created by the Teagan Tech Consortium. The Devon took extra care to make the RWW-Series look as close to organic as possible without becoming replica droids, complete with virtually seamless, soft outer shells. Programmed with the languages and customs of most of the galaxy's races, the droids work in the planet's starports as guides to Teagan and as liaisons with its natives. The droids pick up phrases and gestures that they see and incorporate these behavioral details into their personality matrices. Visitors to Teagan sometimes see an RWW-Series droid in action and negotiate to purchase their own, so the droids have begun to appear more frequently around the galaxy, usually as servants and personal assistants for those in high society.

RWW-Series protocol droids can be played as droid heroes.

PLAYING AN RWW-SERIES PROTOCOL DROID

Players who want to create an RWW-Series protocol droid with heroic levels should start by selecting the stock protocol droid chassis (see page 13). The best starting class to choose for the droid is the noble, using the Linguist feat to represent the additional languages the droid can speak and understand. Instead of the hardwired design special quality, the character receives the mimic special quality, as described in the droid's statistics block. Select Knowledge (bureaucracy), Knowledge (galactic lore), and Persuasion as three of the droid's starting skills. For additional starting skills, consider Deception to represent the droid's knack for imitating organic beings, Gather Information to represent the droid's inquisitive nature when dealing with organics, Perception to represent the droid's ability to notice the intricate speech patterns and gestures of organic beings, and Use Computer to represent the droid's talent for accessing computer networks wherever it goes. Optionally, the RWW-Series protocol droid could have a datapad, datacards, or a code cylinder as part of its starting equipment.

MODIFICATION: COMBAT TRAINING OPPONENT

Warriors of all kinds that have tested their combat skills against droids often complain that the artificial beings never seem to be as aesthetically authentic as organic opponents, despite their lifelike reflexes and actions. Since replica droids are considered extremely expensive to use as combat trainers, some organizations have resorted to using modified RWW-Series protocol droids instead. To make this modification, start by installing a set of jump servos into the droid's arms, granting the unit a +4 bonus to Strength for the purposes of melee combat. The installation requires a DC 20 Mechanics check and 2 hours of work. Next, reprogram the droid's Skill Focus feats into Weapon Proficiency feats, preferably pistols, rifles, or simple weapons. Alternatively, you could select the advanced melee weapons or lightsaber proficiencies, depending on what kind of training the droid will be expected to provide. Equip the RWW-Series droid with some form of light armor, at least, and an appropriate weapon. Be sure to include the helmet package with the droid's armor, and, if using a ranged weapon, add a standard targeting scope.

MODIFICATION: ESPIONAGE DROID

Very few people would suspect a simple protocol droid, especially one that mimics organic creatures, of gathering intelligence for an opposing faction. As a result, organizations that have modified RWW-Series droids for espionage work take pride in their high success rates. To make this modification, start by adding an internal comlink coupled with a communications countermeasure system. Adding an improved sensor package helps the droid find desired information; to let the droid record that data, give it an audio and video

recorder integrated with its audio receptors and photoreceptors. Also, it's possible that the group being spied on will attach a restraining bolt to the droid. To protect against that, install a reverse-polarity bolt on the inside of the droid's body, which can short out the unwanted hardware. However, it works only once. Reversing the polarity of a restraining bolt requires 10 minutes of work and a DC 15 Mechanics check. Once attached inside the droid's body, the reversed bolt is visible only if the droid's chassis is opened, although it can be found by sensors with a DC 30 Perception check. In addition to these hardware changes, reprogram the droid's Knowledge (galactic lore) skill to Perception and change the Skill Focus (Knowledge [galactic lore]) feat to Skill Focus (Perception) to improve the droid's odds of success.

MODIFICATION: MEDICAL ASSISTANT DROID

Many medical droids exist on the open market, and a good number of them specialize in a particular area of expertise. As unlikely as it seems, an RWW-Series protocol droid can be modified to work as a medical droid. In fact, the RWW-Series model excels at keeping the spirits of its patients high while they recover from surgery. For the most part, this modification involves tweaking the droid's software to allow it to assist official medical droids in their procedures and not be a danger to patients. Reprogram the Knowledge (bureaucracy) and Knowledge (galactic lore) skills to Knowledge (life sciences) and Treat Injury. Adjust the Skill Focus (Knowledge [galactic lore]) feat to Skill Focus (Treat Injury), and change the Skill Focus (Persuasion) feat to Surgical Expertise. The only hardware adjustment required by this modification is installing an improved sensor package to increase the droid's awareness while it is providing medical assistance.

TAKE THE ACT ON THE ROAD



A protocol droid that looks like an organic, and it's not a replica droid? You're funny, friend—you should do comedy in the Core Worlds circuit. Eh? You're serious? An RWW-Series? I don't—oh, wait a second. Yeah, I have heard of that. Soft fake skin, likes to copy other people. Okay, I know what you're talking about. Now that you mention it, I did hear about this Falleen that owns a traveling group of performers. He has all kinds of shows that he brings to the planets he visits in the Core. I heard he was most recently on Nubia. Anyway, this Falleen picked up an RWW droid, liked its mimicry, and tried to get it to do impressions of high-profile personalities from around the galaxy. Rumor has it, though, that the droid used to belong to this rich politician living on Coruscant. He supposedly reported losing his RWW a couple of weeks ago and wants it back. I don't know if he's going to get it, though, since this traveling sideshow is reported to be sponsored by a Hutt gangster and . . . Come to think of it, I've never heard of this droid you're talking about. Nope, not at all.

RX-SERIES PILOT DROID

RX-Series Pilot Droid

CL 1

Medium droid (2nd-degree) nonheroic 4

Init +4; Senses Perception +1

Languages Basic, Binary, 1 unassigned

Defenses Ref 12 (flat-footed 10), Fort 10, Will 9

hp 10; Threshold 10

Immune droid traits

Speed 6 squares (hovering)

Melee claw +3 (1d4)

Ranged by weapon +5

Base Atk +3; Grp +5

Abilities Str 10, Dex 15, Con —, Int 13, Wis 8, Cha 12

Special Qualities droid traits, hot-shot pilot

Feats Skill Focus (Pilot), Skill Training (Knowledge [galactic lore], Mechanics), Vehicular Combat, Weapon Proficiency (heavy weapons)

Skills Knowledge (galactic lore) +8, Mechanics +8, Perception +1, Pilot +14, Use Computer +8

Systems heuristic processor, hovering locomotion, 3 claw appendages, vocabulator

Availability Licensed; Cost 9,855 credits

Hot-Shot Pilot—The RX-Series pilot droid can reroll its Pilot check to avoid a collision and can take the better of the two results. In addition, once per encounter as a reaction, the droid can avoid an attack from a missile or a torpedo by making a Pilot check against the attack roll. If the result of the Pilot check equals or exceeds the attack roll, the missile or torpedo is dodged for that round of combat.

RX-SERIES PILOT DROID

Medium droid (2nd-degree)

hp 10

Threshold 10

Move (1 swift action, 2/turn)

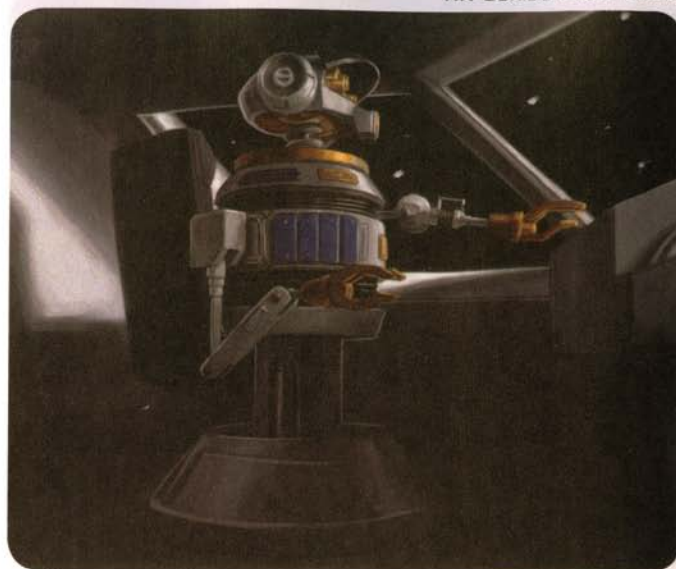
The RX-Series pilot droid moves 6 squares (hovering).

Engage the Enemy (1 free action)

At the start of a battle, the RX-Series pilot droid makes a Pilot check instead of an Initiative check.

Hot-Shot Pilot (reaction, 1/encounter)

The droid makes a Pilot check to avoid a collision or an incoming missile or torpedo.



Increase Vehicle Speed (1 swift action, 1/turn)

The RX-Series pilot droid makes a DC 20 Pilot check. If the check is successful, the vehicle increases its speed by 1 square plus 1 square for every 5 points by which the check result exceeds the DC.

Recharge Shields (2 swift actions, 1/turn)

The RX-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the starship regains 5 points of shields, up to its normal maximum.

Regulate Power (2 swift actions, 1/turn)

The RX-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the ship moves +1 step on the condition track.

Skills Knowledge (galactic lore) +8, Mechanics +8, Perception +1, Pilot +14, Use Computer +8

Vital Systems 3 claw appendages, vocabulator

In an attempt to corner the market on two facets of the droid industry at the same time, Industrial Automaton created the RX-Series pilot droid not only to help in piloting starships but also to interact harmoniously with organic beings. The droid has a cylindrical body that floats on a repulsorlift base and three arms to operate starships more efficiently. Its head is more humanoid than those of most of IA's astromechs and helps to establish good relations with organic beings that work alongside the droids. As a result of their interactions and programming, these pilot droids develop personalities much more quickly than most other droids that operate without regular memory wipes. RX-Series pilot droids can be found in almost any spaceport

PLAYING AN RX-SERIES PILOT DROID

Players who want to build an RX-Series pilot droid with heroic levels should start by selecting the stock probe droid chassis (see page 12), even though that droid is a second-degree model. The best starting class to use for the character is the scoundrel, with the Point Blank Shot feat representing the droid's quick reflexes and superior accuracy. The RX-Series pilot droid begins with three claw appendages. Instead of starting with the internal comlink, locked access, improved sensor package, and darkvision, the pilot droid character has a vocabulator and the hot-shot pilot special quality, as described in the droid's statistics block. Select Mechanics, Pilot, and Use Computer as three of the droid's starting skills. For additional trained skills, consider Deception to represent the droid's ability to fly evasively, Knowledge (galactic lore) to represent the droid's knowledge of various star systems, and Perception to represent the droid's highly sensitive photoreceptors and the ease with which the droid can visually locate other starships in space.

in the galaxy, since they are extremely useful in moving starships between docks, transporting cargo between ships, and piloting passenger vessels along established routes. In fact, travel agencies that specialize in space tours are known to use RX droids to pilot their chartered flights, such as the Starspeeder 3000 transports owned by Star Tours.

RX-Series pilot droids can be played as droid heroes.

MODIFICATION: ASTROGATION DROID

Although this modification is not much of a stretch for a pilot droid, it tweaks the RX-Series droid to function on the other side of the ship's bridge by focusing primarily on navigation. This configuration is ideal for owners that prefer to fly their own ships but still want the droid's assistance in the cockpit. To make this modification, start by installing an astrogation buffer with at least two slots, although five or six slots is recommended. Optionally, installing a scomp link will allow the droid to interface directly with the ship's navicomputer to input the calculated course through hyperspace, saving valuable time in making the jump to light speed. As an additional option, a hypertransceiver, which is normally only installed aboard capital ships, will help the droid calculate the course through hyperspace by allowing it to connect directly to the HoloNet. Installing the system takes 2 days and a DC 25 Mechanics check. Finally, reprogram the Skill Focus (Pilot) feat to Skill Focus (Use Computer) to improve the droid's capability with astrogation.

MODIFICATION: COMMUNICATIONS DROID

Communicating with the rest of the galaxy is important for the crew of a starship, but what can they do when their means of speaking with others outside the ship becomes unavailable? Modifying a pilot droid can help. This

modification alters the RX-Series pilot droid to act as a communications terminal, allowing its master to contact others. First, install an internal comlink, and route it through the vocabulator and audio receptors so that organic beings can communicate through the droid. Although this is enough for short-range communications, anyone who needs to connect with someone beyond a 200-kilometer range needs to install a hypertransceiver in the droid, which takes 2 days of work and a DC 25 Mechanics check. If time is of the essence, the hypertransceiver can be installed in as little as 2 hours with a DC 35 Mechanics check. Failure means that the hypertransceiver is damaged and cannot be used again.

MODIFICATION: TACTICAL SYSTEMS DROID

Some transport pilots see more than their share of trouble when flying between destinations. For those that choose to protect themselves by arming their vehicles, it's helpful to have someone along that can use those defensive systems well. Adjusting an RX-Series pilot droid to this end is simple but effective. To modify an RX-Series droid to be a tactical systems droid, start by exchanging at least one claw appendage for a hand appendage, which gives the droid more fine control over using equipment. Alternatively, installing a scomp link allows the droid to do the same tasks, but the vehicle needs to have the appropriate socket for this modification to work. Next, install an improved sensor package within the droid's chassis, which requires a DC 15 Mechanics check and 1 hour of work. Reprogram the droid's Knowledge (galactic lore) skill to Perception and change the Skill Focus feat to boost Perception. Reprogramming the droid in this manner removes the hot-shot pilot special quality.

SHAKEDOWN BREAKDOWN



RX-Series pilot droids can be some of the best models available for operating vehicles. Like with most droids from Industrial Automaton, you get a reliable unit that rarely breaks down and doesn't need a lot of maintenance. Truth, I have not seen many IA droids come past me, let alone these pilot droids. But I have seen a few, and what I saw was not pretty. I say one thing for these pilot droids. When they break down, they really break down! Other day, customer was telling me about a friend of his. A few days before, this friend was out near Naboo. She had just stepped off boarding ramp of her brand new starship when her RX blew a fuse or something and took off with ship. She didn't even have a chance to jump back on board. Stranded there for now. According to observation post in system, the ship entered hyperspace before any of Naboo's fighters could reach it. Course when it jumped was in the direction of Rodia, or maybe Bothawui, or maybe Nal Hutta. I'll bet that lady would jump, too—jump for joy if she sees her ship again soon.

S19 ASTROMECH DROID

S19 Astromech Droid

Small droid (2nd-degree) nonheroic 2

Init +1; **Senses** Perception +8

Languages Basic (understand only), Binary, 3 unassigned (understand only)

Defenses Ref 11 (flat-footed 11), Fort 10, Will 12

hp 4; **Threshold** 10

Immune droid traits

Speed 4 squares (tracked)

Melee unarmed +1 (1d3)

Ranged by weapon +1

Base Atk +1; **Grp** -4

Abilities Str 11, Dex 10, Con —, Int 16, Wis 14, Cha 11

Special Qualities droid traits, focused repairs

Feats Skill Focus (Knowledge [technology], Mechanics, Use Computer), Toughness

Skills Knowledge (technology) +14, Mechanics +14, Perception +8, Stealth +6, Use Computer +14

Systems heuristic processor, tracked locomotion, 1 claw appendage, 6 tool appendages, astrogation buffer (5 memory units), diagnostics package, internal comlink

Possessions holorecorder, tool kit

Availability Licensed; **Cost** 8,625 credits

Focused Repairs—The S19 astromech droid can reduce the time needed for repairs by making a Mechanics check. For every point by which the check result exceeds the DC, the time needed to make repairs is reduced by 2 minutes. The amount of time needed to complete repairs cannot be reduced to less than 10 minutes.

S19 ASTROMECH DROID

Small droid (2nd-degree)

hp 4

Threshold 10

Move (1 swift action, 2/turn)

The S19 astromech droid moves 4 squares (tracked).

Focused Repairs (1 swift action, 2/turn)

The S19 astromech droid can make a Mechanics check to assist its master with repairs to any damaged or disabled droid or device. If the check is successful, the droid's master can reroll his or her Mechanics check but must accept the second result, even if it is worse.

CL 0

Jury-Rig (2 swift actions, 1/turn)

With a DC 25 Mechanics check, the S19 astromech droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-Rig application of the Mechanics skill on page 70 of the Saga Edition core rulebook).

Recharge Shields (2 swift actions, 1/turn)

When operating a vehicle or device with a shield rating, the S19 astromech droid can make a Mechanics check to restore 5 points to the shield rating, up to its normal maximum.

Regulate Power (2 swift actions, 1/turn)

When acting as the engineer of a vehicle, the S19 astromech droid can make a Mechanics check to move the vehicle +1 step on the condition track.

Run Diagnostics (2 swift actions, 1/turn)

The S19 astromech droid can make a Mechanics check to determine why a mechanical or electronic device does not work. If the check is successful, the droid grants its master a +2 circumstance bonus to his or her Mechanics check to make repairs.

Skills Knowledge (technology) +14, Mechanics +14, Perception +8, Stealth +6, Use Computer +14

Vital Systems 1 claw appendage, 6 tool appendages, astrogation buffer (5 memory units), internal comlink, holorecorder, tool kit

In response to the high level of success Industrial Automaton experienced with the R2 astromech, many other droid manufacturers sought a piece of that same pie by developing their own astromechs. The S19 droid is LesTech's contribution to the astromech market. Standing just over 1 meter in height,

PLAYING AN S19 ASTROMECH DROID

Players who want to create an S19 astromech droid with heroic levels should choose the stock astromech droid chassis (see page 11). The best starting class for the droid is the scoundrel, with the Point Blank Shot feat to emphasize the droid's ability to accurately focus on objects at close range. Replace the wheeled and walking locomotion systems with tracked locomotion. Instead of starting with magnetic feet, internal storage (2 kilograms), an improved sensor package, and darkvision, the droid gains an internal comlink and the focused repairs special quality, as described in the droid's statistics block. Select Mechanics, Perception, and Use Computer as three of the droid's starting skills, and consider choosing as additional starting skills Knowledge (technology) to represent the droid's insight into how devices work, Pilot to represent the droid's ability to step in for its master and operate the vehicle, and Stealth to represent the droid's ability to blend into the background to avoid being noticed. Be sure to purchase a holorecorder and a tool kit as part of the droid's starting equipment.

TOO GOOD FOR ITS OWN GOOD



The S19 astromech droid is very good at what it does. Somebody offered to sell me one at reasonable price, and I took the deal, figuring it could help with some of my work around here. But quickly I found out the droid was *too* good. I would stop for night and go to bed, only to wake in the morning and find the droid had completed all my work for the next day while I slept. I had to sell it to somebody else quick, or I would be looking for new line of work. Wonder if it is my old droid causing the problem for that scientist on Abregado-rae? Seems he picked up an S19 droid to help maintain his shop and let it be creative. Something must have broken down inside droid, because it dismantled all the door controls and comlink systems to lab, trapping droid and master inside. Somebody has to get that guy out of there and do something about that droid.

the S19 has a boxlike chassis that makes it look more like an EG-6 power droid than do most other astromechs. It moves on a single wide, tracked foot, which is the droid's major flaw. The S19 has a vast array of tools and a high degree of technical knowledge, but it also has a tendency to topple over when trying to move too quickly.

S19 astromech droids can be played as droid heroes.

MODIFICATION: GRAVITY WELL PROJECTOR

As useless as this modification might sound for ground combat, when used properly it can be very effective. To make this modification, start by reinforcing the droid's internal structure to protect against the possibility of being exposed to increased gravity. Reinforcing the chassis has the same effect as adding a hardened system $\times 2$ to a droid of Large size. Next, remove all systems and possessions except for the heuristic processor and tracked locomotion, and install a gravity well projector in the droid. Although this system is normally installed only on capital ships, it can be added to the droid with 2 days of work and a DC 30 Mechanics check. The gravity well produced by the droid is less powerful than that of its starship counterpart, affecting only 4×4 squares; it can be relocated with a full-round action to a maximum range of 12 squares. However, when projected in the direction of enemies, the gravity well can divert shots. Anyone that fires through a square occupied by the gravity well must reroll the attack roll and use the lower of the two results.

MODIFICATION: MOBILE SHIELD GENERATOR

Throughout history, groups engaged in planetside combat have sought ways to generate energy shields that can move with them. Mobile shield generators can be mounted onto vehicles or large beasts of burden, but that solution

doesn't help smaller groups that must break away from the larger force for a mission. This modification permits the S19 astromech droid to create such a shield to help protect those smaller groups. To modify the droid in this manner, remove the astrogation buffer and the holorecorder, and replace them with an SR 10 shield generator. (To install an SR 15 shield generator, remove the diagnostics package and internal comlink in addition to the previously mentioned components; for an SR 20 generator, also remove four tool appendages and the tool kit.) Once the generator is in place, the droid can create a shield in a 5-square-by-5-square area centered on itself. While the shield is active, the droid can make one move action if it gives up its standard action or no move actions if it does not.

MODIFICATION: TRAILBLAZER

Many times, an individual or a group becomes lost while on a planet. With this modification, the S19 astromech droid can help such explorers by blazing a trail. To modify the droid in this manner, replace the tracked locomotion with hovering locomotion to prevent the droid from being hindered by the terrain. Remove the droid's astrogation buffer and install an automap. Reprogram the droid's Skill Focus (Knowledge [technology]) feat to Skill Focus (Perception) to help the S19 locate specific landmarks and details.



S19 ASTROMECH DROID

SD-9-SERIES BATTLE DROID

SD-9-Series Battle Droid

CL 16

Large droid (4th-degree) soldier 8/elite trooper 8

Force 5

Init +15; Senses low-light vision; Perception +15

Languages Basic, Binary

Defenses Ref 30 (flat-footed 27), Fort 39, Will 26

hp 108; DR 4; SR 15 (ion only); Threshold 44

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +25 (1d6+17)

Ranged heavy repeating blaster +15 (3d10+10) with autofire or

Ranged plasma burst cannon +20 (3d12+10, 1-square splash) or

Ranged heavy repeating blaster +15 (3d10+10) with autofire and
plasma burst cannon +20 (3d12+10) orRanged heavy repeating blaster +10 (5d10+10) with autofire and Burst
Fire and plasma burst cannon +20 (3d12+10)

Base Atk +16; Grp +30

Atk Options Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery
II, Greater Devastating Attack (heavy weapons), Greater Penetrating
Attack (heavy weapons), Multiattack Proficiency (heavy weapons),
Point Blank Shot, Running Attack

Abilities Str 29, Dex 15, Con —, Int 10, Wis 11, Cha 8

Special Qualities defense mode, droid traits, swift assault mode

Talents Armored Defense, Devastating Attack (heavy weapons), Greater
Devastating Attack (heavy weapons), Greater Penetrating Attack
(heavy weapons), Greater Weapon Focus (heavy weapons), Multiattack
Proficiency (heavy weapons), Penetrating Attack (heavy weapons),
Weapon Specialization (heavy weapons)Feats Armor Proficiency (light, medium, heavy), Burst Fire, Dual Weapon
Mastery I, Dual Weapon Mastery II, Martial Arts I, Point Blank Shot,
Running Attack, Skill Training (Knowledge [tactics]), Weapon Focus
(heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles,
simple weapons)Skills Endurance +13, Initiative +15, Knowledge (tactics) +13,
Perception +15Systems walking locomotion, basic processor, 2 tool mounts, internal
comlink, ion shield generator (SR 15 [ion damage only]), locked access,
improved sensor package, vocabulator, laser-reflective duranium battle
armor (+10 armor, +11 vs. blasters and lasers)Possessions integrated heavy repeating blaster, integrated plasma burst
cannon

Availability Military; Cost 51,405 credits



Plasma Burst Cannon—Treat as blaster cannon. If the damage dealt exceeds the target's damage threshold, the cannon deals an additional die of damage from the heat of the plasma.

Defense Mode—As a swift action, an SD-9-Series battle droid enters defense mode and designates one person, object, vehicle, or location to defend. While in defense mode, once per encounter, as a reaction, the droid can make a single attack against one enemy that attacks the designated subject.

Swift Assault Mode—Once per encounter, an SD-9-Series battle droid can make a single attack at a –10 penalty as a swift action when also taking two move actions in the same turn.

SD-9-SERIES BATTLE DROID

Large droid (4th-degree)

hp 108

Threshold 44 (DR 4, SR 15 [ion only])

Move (1 swift action, 2/turn)

The SD-9-Series battle droid moves 6 squares (walking).

Defense Mode (1 swift action, 1/encounter)

The SD-9-Series battle droid enters defense mode and designates one person, object, vehicle, or location to defend. While in defense mode, the droid makes a single attack against one enemy that attacks the designated subject.

Delay Damage (reaction)

The SD-9-Series battle droid delays the effect of a single attack, ability, or effect used against it until the end of its next turn.

Heavy Repeating Blaster Attack (1 swift action, 2/turn)

The SD-9-Series battle droid makes a ranged autofire attack at +5.

If successful, the attack deals 3d10+10 points of damage as an area attack in a 2-square-by-2-square area. If unsuccessful, the attack deals half damage.

Plasma Burst Cannon Attack (1 swift action, 1/turn)

The SD-9-Series battle droid makes a ranged attack at +20. If successful, the attack deals 3d12+10 points of damage with a 1-square splash.

Skills Endurance +13, Initiative +15, Knowledge (tactics) +13, Perception +15

Vital Systems 2 tool mounts, internal comlink, ion shield generator (SR 15 [ion damage only]), vocabulator, integrated heavy repeating blaster, integrated plasma burst cannon

Prior to the second return of the reborn Emperor, Balmorran Arms broke from its traditional Imperial allegiance and sold the latest of its successful SD battle droids, the SD-9-Series, to the New Republic as well as to Imperial forces. At twice the height of an average Human, the massive, heavily armored battle droid towers over most opponents. Built exclusively for combat, the droid features a heavy repeating blaster and a specialized plasma burst cannon integrated into its arms. The unit's tremendous firepower makes it a centerpiece of any infantry battle. The SD-9 also features upgraded defensive systems in the form of laser-reflective armor and an ion shield generator.

When the reborn Emperor reasserted his power, he dispatched his underlings to bring Balmorra securely to his side. The ensuing battle pitted Imperial SD-9 droids against their newly updated comrades, the SD-10 model. As formidable as the SD-9 units were, the SD-10s cut them to pieces.

SD-9 droids can't be played as droid heroes.

MODIFICATION: ASSAULT UNIT

This common mercenary modification turns a standard SD-9-Series battle droid into a specialized assault unit. The droid gains three major upgrades:

ENCOUNTERING AN SD-9-SERIES BATTLE DROID

SD-9-Series battle droids can be encountered in any Imperial military infantry unit, as well as in a few units of the New Republic and odd mercenary outfits around the time that the Emperor's first clone is destroyed. SD-9s continue to see service with the New Republic and mercenary units for a few years after their introduction. However, their numbers rapidly dwindle over time as they are destroyed and Balmorra ceases to manufacture them in favor of later models. The SD-9s are a favorite of illegal Outer Rim organizations, and criminals or warlords wanting to show off their power use the droids to guard important structures.

SD-9s excel on the battlefield. When used for other duties, such as sentry, patrol, or guard work, the droids are heavy handed and often react with excessive force. They also function much better outdoors, since most corridors and buildings can't accommodate their height or weight.

DAINGEROUS DROIDS



SD-9 battle droids? Now you're talking some serious military hardware. These are not your run-of-the-mill security droids or pathetic Separatist clankers. SD-9s are built to obliterate an opposing army—practically by themselves. They're massive, well armed and well armored, and have about as much personality as a blaster rifle. Don't be on the receiving end of their plasma burst cannons. Also, don't expect to be able to take an SD-9 wherever you want. Local security forces won't regard it as a simple bodyguard, assuming the droid can even fit into wherever you're going.

Now, as for acquiring one of these monsters, you have few options. Frankly, the easiest and simplest way is to scavenge one off an old battlefield. It might be quite a job to get the droid working again, but I hear that's how most mercenary teams get their SD-9s. Oh, you might be able to find someone willing to sell you a unit under the table, but the droid will be astronomically expensive, and there will likely be something very wrong with it.

heavier armor, more powerful weapons, and specialized software to allow the SD-9 to better integrate unit tactics. To carry out this modification, upgrade the droid's armor to neutronium plating and replace its heavy repeating blaster with an E-Web repeating blaster. The droid automatically regulates the E-Web's power supply (see page 125 of the Saga Edition core rulebook). Upgrading the droid's software requires a DC 20 Use Computer check, 1,000 credits' worth of software, and 1 day of work, after which the SD-9 gains a +2 bonus to attack rolls and damage rolls whenever a member of its combat unit is within 6 squares of the droid.

Assault units plunge into battle, trading personal protection for the chance to attack at point-blank range. As they advance, they attempt to shield their organic team members. If the SD-9s meet equal or superior resistance, they use the stoutest-looking terrain for cover. Once a hardened position is located, the units target the most formidable defensive positions and batter them relentlessly. Other targeting patterns can be programmed with a DC 20 Use Computer check.

MODIFICATION: BACKSEAT DRIVER

This unusual modification adds a partially enclosed seat to the back of the droid, allowing a character of Medium or smaller size to ride along. A cable ladder or climbing rope allows access from the ground, although many riders use jet packs to reach the seat. The SD-9 usually gains a +2 bonus to Perception checks when a rider is on board, since the passenger gives the droid warnings about additional targets or enemies approaching the unit's blind side. A rider can communicate with the droid at low volume or via comlink during battle. A rider can also make his or her own attacks while in the seat. Making this modification requires a DC 20 Mechanics check, 500 credits' worth of materials, and 4 hours of work. More advanced modifications could add sensors, communications gear, or a mounted weapon to the seat.

SD-X-SERIES STEALTH BATTLE DROID

SD-X-Series Stealth Battle Droid

CL 9

Medium droid (4th-degree) soldier 3/scout 6

Force 4

Init +11; Senses darkvision; Perception +13

Languages Basic, Binary, 1 unassigned

Defenses Ref 28 (flat-footed 24), Fort 24, Will 21

hp 68; Threshold 24

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +10 (1d6+7) or

Melee concealed vibrodaggers +10 (4d4+7)

Ranged blaster rifle +9 (3d8+4)

Base Atk +7; Grp +10

Atk Options autofire (blaster rifle), Point Blank Shot, Precise Shot

Special Actions Harm's Way, Hidden Movement, Total Concealment

Abilities Str 16, Dex 14, Con —, Int 12, Wis 14, Cha 10

Special Qualities concealed vibrodaggers, droid traits, stealth coating, threat scan

Talents Armored Defense, Harm's Way, Hidden Movement, Improved Stealth, Total Concealment

Feats Aiming Accuracy, Armor Proficiency (light, medium, heavy), Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Skill Training (Stealth), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Initiative +11, Jump +12, Mechanics +10, Perception +13 (can reroll), Stealth +11 (can reroll)

Systems walking locomotion, heuristic processor, 2 hand appendages with concealed vibrodaggers, internal comlink (encrypted), locked access, improved sensor package, darkvision, vocabulator, laminanium armor (+12 armor)

Possessions blaster rifle

Availability Military; Cost 25,705 credits

Concealed Vibrodaggers—The SD-X-Series stealth battle droid has vibrodaggers completely concealed within its fingers. Extending the vibrodaggers is a swift action. The droid usually attacks with multiple vibrodaggers at the same time, dealing extra damage (already included above).

Stealth Coating—The SD-X-Series stealth battle droid is sheathed in a black, nonreflective, sensor-resistant coating. When in darkness or shadowy illumination, the droid gains a +5 bonus to its Stealth checks. When an opponent uses sensors to scan for the droid, it can make a Stealth check against the opponent's Use Computer check to remain undetected.



Threat Scan—As a full-round action, the SD-X-Series stealth battle droid makes a DC 20 Perception check to detect living beings, explosives, or other obvious threats within a 30-meter radius of itself. Success indicates a general description of the threat and its direction and distance from the droid.

SD-X-SERIES STEALTH BATTLE DROID

Medium droid (4th-degree)

hp 68

Threshold 24

Move (1 swift action, 2/turn)

The SD-X-Series stealth battle droid moves 6 squares (walking).

Blaster Rifle Attack (1 swift action, 1/turn)

The SD-X-Series stealth battle droid makes a ranged attack at +9.

If successful, the attack deals 3d8+4 points of damage.

Circumstantial Stealth Checks (1 swift action, 1/turn)

The SD-X-Series stealth battle droid makes a Stealth check. When in darkness or shadowy illumination, the droid gains a +5 bonus to its Stealth check. When an opponent uses sensors to scan for the droid, the droid makes a Stealth check against the opponent's Use Computer check to remain undetected.

Concealed Vibrodaggers (2 swift actions, 1/turn)

The SD-X-Series stealth battle droid makes a melee attack at +10. If successful, the attack deals 4d4+7 points of damage.

Threat Scan (2 swift actions, 1/turn)

The SD-X-series stealth battle droid makes a DC 20 Perception check to detect living beings, explosives, or other obvious threats within a 30-meter radius of itself. Success indicates a general description of the threat and its direction and distance from the droid.

Skills Initiative +11, Jump +12, Mechanics +10, Perception +13 (can reroll), Stealth +11 (can reroll)

Vital Systems 2 hand appendages with concealed vibrodaggers, internal comlink (encrypted), vocabulator, blaster rifle

In the years following the Yuuzhan Vong war, Tendrando Arms expanded its battle droid line into other markets. The SD-X model is the company's stealth battle droid and personal protection unit, adapted from the company's highly successful YVH droid design. The SD-X droid is smaller than the YVH and lacks its Yuuzhan Vong-like visage. Although the SD-X carries an excellent sensor array, it does not contain specialized YV sensor packs.

Due to the droid's lineage and proprietary stealth coating, Tendrando Arms markets the SD-X to high-end clients, such as corporate officers and government leaders, rather than to the general public. Although the SD-X can be used as a front-line fighter, it is more commonly deployed as a bodyguard, using its stealth abilities to remain out of view or otherwise inconspicuous.

The SD-X is a nasty fighter and a persistent combatant. Once given a mission, it focuses on that task until completed, no matter what the difficulty. SD-X units have been known to track down would-be assassins, thieves, and other criminals days or weeks after an assault on someone that an SD-X was assigned to protect.

SD-X droids can be played as droid heroes.

PLAYING AN SD-X-SERIES STEALTH BATTLE DROID

Playing an SD-X-Series stealth battle droid is much like playing other battle droids, except that due to its bodyguard and stealth abilities, the SD-X is often kept close to high-level officials, not sent into the field on a regular basis. However, since the droid excels when a high degree of stealth is required, it is an excellent choice for commando-style missions.

To create a SD-X droid character, start with the stock battle droid chassis (see page 11). Upgrade the chassis to include laminanium armor and a heuristic processor. Select soldier as your starting class to more easily take the Armor Proficiency feats that you need. Choose Armor Proficiency (heavy) as your bonus starting armor proficiency, and take advanced melee weapons as your bonus starting weapons proficiency. At 1st level, the droid lacks training in the Stealth skill, but it benefits from the stealth coating special quality as described in the statistics block. Take a level in scout as soon as you can, and also take Skill Training (Stealth). Continue advancing in the soldier class to improve your combat abilities, or focus on the scout class to improve your stealth capabilities.

UNAUTHORIZED MODIFICATIONS



Ever heard of a Human named Tanol Ocir? Well, if you want to earn some credits, I just heard that Tendrando Arms has issued something of a bounty on the scum. Yes, I know it's unusual for a corporation to do such a thing publicly. However, I think they're trying to make an example of the guy. It seems that he learned how to replicate some modifications that Darth Caedus made to his own SD-X droid—real nasty modifications that no civilized being would ever consider. Lando was angry enough at Caedus' modifications before this, and now he's raging mad. He's declared publicly that he in no way approves of interrogation droids, and he won't let his company's units be turned into them. That's why he's hiring people like you to track down any droid modified in this way and bring it back to Tendrando Arms, along with those responsible for modifying it. Lando doesn't want to be seen hiring thugs, but he'll do everything in his power to get these modified droids and their owners off the streets as soon as possible. Tanol's droid doesn't need to be functional when you bring it in, but it's got to have most of its parts.

MODIFICATION: BODYGUARD ENHANCEMENTS

SD-X-Series stealth battle droids are often modified to increase their effectiveness as bodyguards. Some units are reprogrammed with the Draw Fire talent for this purpose. However, another way to upgrade the droid is to link its threat scan special quality to its targeting system. To carry out this modification, make a DC 25 Use Computer check and install 2,000 credits' worth of software. Once per encounter when the modified droid detects a threat with threat scan, it can reroll one attack against that target and take the better result.

Another popular programming modification improves the droid's ability to protect an individual. An SD-X-Series droid reprogrammed to have the Harm's Way talent and the Trip feat can use the feat on an adjacent ally as a reaction to an attack against that ally. If the droid is successful, the ally is knocked prone in his or her current square, and the droid also drops prone, automatically covering the ally while providing the protective benefits of Harm's Way until the start of the droid's next turn.

MODIFICATION: MARTIAL ARTS ENHANCEMENTS

Some owners want to enhance the melee and martial arts capabilities of their SD-X droids. To make this modification, reprogram the droid to replace the Weapon Proficiency (pistols) and Precise Shot feats with Martial Arts III and Dual Weapon Mastery I. This upgrade increases the droid's Reflex Defense and damage from unarmed attacks, as well as giving it the capability to make two attacks per round with its hands or vibrodaggers. As an option, you can further increase the droid's ability to deal damage by installing specialized software (requiring a DC 25 Use Computer check and 3,000 credits). With this option, in each encounter, the SD-X droid can add its unarmed damage to the damage from a successful vibrodagger attack a number of times equal to its Dexterity modifier (minimum 1).

SERVICE DROID

LEP-Series Service Droid

CL 0

Medium droid (3rd-degree) nonheroic 1

Init +0; Senses Perception +5

Languages Basic, Binary, 1 unassigned

Defenses Ref 10 (flat-footed 10), Fort 8, Will 10

hp 3; Threshold 8

Immune droid traits

Speed 6 squares (walking)

Melee unarmed -2 (1d3-2)

Ranged by weapon +0

Base Atk +0; Grp +0

Abilities Str 7, Dex 11, Con —, Int 12, Wis 10, Cha 14

Special Qualities droid traits, empathic

Feats Skill Focus (Perception, Persuasion, Treat Injury), Skill Training (Treat Injury)

Skills Perception +5, Persuasion +12, Treat Injury +10, Use Computer +6

Systems basic processor, walking locomotion, 2 hand appendages, 2 probe appendages, internal storage (30 kg), vocabulator

Availability Licensed; Cost 6,260 credits



LEP-SERIES SERVICE DROID

Empathic—Although the LEP-Series service droid is not literally empathic, its keen sense of awareness allows it to pick up on the subtle mannerisms and emotional expressions of its master and other organic creatures and appeal to their emotions. The droid can reroll its Persuasion check to change the attitude of its intended target, and can take the better of the two results.

LEP-SERIES SERVICE DROID

Medium droid (3rd-degree)

hp 3

Threshold 8

Move (1 swift action, 2/turn)

The LEP-Series service droid moves 6 squares (walking).

Empathic (2 swift actions, 1/turn)

The LEP-Series service droid can improve the attitude of its target by rerolling a Persuasion check and taking the better of the two results.

First Aid (2 swift actions, 1/turn)

The LEP-Series service droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level +1 for every point the check was successful. A character can be treated with first aid in this manner only once per day.

Haggle (1 swift action)

The LEP-Series service droid makes a Persuasion check to help its master negotiate a better deal. If the check is successful, the droid grants its master a +2 bonus to his or her Persuasion check.

Revivify (2 swift actions, 1/turn)

If the LEP-Series service droid can reach a character who died within 1 round, it revives the character.

Treat Poison (2 swift actions, 1/turn)

The LEP-Series service droid detoxifies a poisoned character.

Skills Perception +5, Persuasion +12, Treat Injury +10, Use Computer +6**Vital Systems** 2 hand appendages, 2 probe appendages, internal storage (30 kg), vocabulator

One of the latest droid models that Coachelle Automata produced before the Clone Wars began was the LEP-Series service droid, geared toward childcare. After the initial design was approved, the LEP was put into production and advertised as a nanny droid. Its specialized programming, which included first aid skills, coupled with its engaging appearance appealed to many parents throughout the galaxy, and initial sales were good. However, one of the model's defining features ended up being its major flaw. The locking mechanism for the large storage compartment in the LEP's abdomen, originally intended to store toys and supplies for the children under its care, occasionally became stuck and locked in place. This particular problem gained

media attention when a child became trapped inside after crawling in while the droid was loading supplies. The company issued a massive recall and replaced the latch, but the bad press tarnished the model's image as a nanny droid. Coachelle Automata changed its approach with the LEP by removing the nanny programming and making it a servant droid instead. Despite the initial problems, the LEP-Series servant droids rapidly rose to popularity thanks to their graceful movements and the quiet way with which they go about performing a variety of services.

LEP-Series service droids can be played as droid heroes.

MODIFICATION: BODYGUARD

Some people feel that modifying the LEP-Series service droid to act as a bodyguard serves only to make it a diversion for its master's enemies, but with the proper alterations, the droid can be an effective guardian. Since the droid was originally designed to be a noncombatant, its physical attributes are not geared toward battle, so add features to compensate for its structural shortcomings. Start by giving the droid a hardened system of at least $\times 2$, treating the droid as if it were of Large size for the purpose of fitting it with the system. This change strengthens the chassis and helps the droid last longer. To further boost its defenses, integrate an electric defense grid into the droid's shell. Since the LEP has little strength to draw on in melee combat, it should use weapons that cause a lot of damage with little effort, so reprogram the Skill Focus (Persuasion) feat to Weapon Proficiency (advanced melee weapons), and equip the droid with a vibroblade or a retractable vibroblade. Also, reprogram the Skill Focus (Treat Injury) feat to Weapon Proficiency (pistols) and give it either a blaster pistol or a hold-out pistol.

PLAYING AN LEP-SERIES SERVICE DROID

Players who would like to replicate the LEP-Series service droid with heroic levels should start by choosing the stock service droid chassis (see page 13). The best starting class to select is the noble, using the Linguist feat to represent the droid's ability to understand verbal commands from a variety of species. Instead of starting with the tool mount, the character has two probe appendages where the ears would go and the empathic special quality, as described in the droid's statistics block. Select Persuasion and Treat Injury as part of the droid's starting skill set. For additional skills, consider choosing Gather Information to represent the droid's ability to learn from others, Knowledge (social services) to represent the droid's knowledge of interpersonal relationships, Perception to represent the droid's talent for noticing seemingly insignificant details, and Use Computer. Although no specific equipment is necessary to complete the replication of the droid, the purchase of a medical kit is recommended.

SECRETS



These LEP droids you talk about sound like the perfect model to follow you around like a young akk pup. They do not talk much, they do as they are told, and they don't ask questions like some other servant droids. I like that in a droid working for me. I might even be able to get past the fact that it looks like a child's toy. On the other hand, they might be a bit too docile. Take this one LEP, for example. It was owned by a Republic ambassador on Nal Hutta and might contain sensitive political information. Supposedly, thugs grabbed the droid while it was running an errand for its master. Some say they worked for a Hutt crime lord, and others think a group of brigands under the command of Hondo Ohnaka took the droid. Regardless, it is only a matter of time before the thieves discover the information stored within the unit—whatever it might be. I am sure the ambassador would be willing to pay a nice reward for the safe return of the LEP and the information it supposedly holds.

MODIFICATION: NANNY DROID

In a return to its original programming, the LEP-Series service droid can be repurposed to nurture children. In fact, Coachelle Automata still has the software package available for purchase, along with an improved locking mechanism for the internal storage area. However, Coachelle Automata requires that the buyer sign a waiver stating that the company is not responsible for any harm or discomfort caused by a droid that is used as a nanny. The software changes the droid's Skill Focus (Perception) feat to Improved Defenses to increase its ability to safeguard those under its protection, and the improved lock has a childproof feature that helps prevent lifeforms from entering the internal storage unit without the droid's knowledge. These modifications are sufficient for the droid to perform its duties as a nanny. But owners who want the LEP to do more can reprogram the Use Computer skill to Knowledge (social sciences) to give the droid an edge in child psychology. Some also install an atmospheric canister and a modified breath mask inside the storage space, so that the droid can stash a child inside the compartment, if necessary, to conceal him or her from attackers. This alteration requires two DC 15 Mechanics checks (one to modify the breath mask and one to install the components) and 1 1/2 hours of work.

MODIFICATION: PERSONAL TRANSPORT

When things go bad in the heat of battle, having a means of escape is important if you want to live to see another day. This modification of the LEP-Series service droid can provide its master with a means to flee from combat or to move from place to place when a true vehicle is not available. Start by adding a repulsorlift unit to the droid as a secondary form of locomotion. Adjust the hatch of the internal storage unit to fold down instead of retreating inside the droid's shell, and install a control stick that folds into the hatch so that the passenger can operate the repulsorlift. Reinforce the hatch to withstand up to 200 kg of mass after being locked into a horizontal position.

SHADOW DROID

Shadow Droid

Huge droid (4th-degree) soldier 6/nonheroic 9

Force 2; **Dark Side** 10

Init +21; **Senses** Perception +17

Languages Basic (understand only), Binary, 1 unassigned (understand only)

Defenses Ref 23 (flat-footed 19), Fort 28, Will 16

hp 120; **DR** 20; **Threshold** 38

Immune droid traits

Speed 6 squares, fly 16 squares, fly 4 squares (starship scale)

Ranged laser cannon +17 (4d10+5 x2) or

Ranged ion cannon +17 (3d10+5 ion) or

Ranged repeating blaster cannon +12 (3d10 +5, 2x2 area) or

Ranged concussion missiles +17 (8d10+5x2) or

Ranged proton torpedoes +17 (9d10+5x2)

Fighting Space 3x3; **Reach** 1 square

Base Atk +12; **Grp** +32

Atk Options autofire (laser cannon)

Abilities Str 30, Dex 18, Con —, Int 12, Wis 10, Cha 10

Special Qualities droid traits

Talents Indomitable, Harm's Way, Weapon Specialization (heavy weapons)

Feats Armor Proficiency (light, medium, heavy), Damage Conversion,

Skill Focus (Initiative, Perception, Pilot, Use Computer), Turn and

Burn, Vehicular Combat, Weapon Focus (heavy weapons), Weapon

Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Initiative +21, Perception +17, Pilot +21, Stealth +1,

Use Computer +18

Systems basic processor, flying locomotion, duranium battle armor (+10 armor)

Possessions laser cannon, ion cannon, proton torpedo launcher (4 torpedoes carried), concussion missile launcher (8 missiles carried), repeating blaster cannon

Availability Military; **Cost** 123,000 credits

SHADOW DROID

Huge droid (4th-degree)

hp 120

Threshold 38 (DR 20)

Move (1 swift action, 2/turn)

The shadow droid moves 16 squares (flying).

CL 9

Engage the Enemy (1 swift action, 1/turn)

The shadow droid makes a Pilot check with a –5 penalty opposed by the target's Pilot check. If the check is successful, the droid engages in a dogfight with the target.

Protect and Serve (1 free action)

The shadow droid spends one of its owner's Force points to assist an adjacent character. The assisted character can use the Force point as if he or she had spent it.

Ramming Speed (2 swift actions, 1/turn)

The shadow droid makes a Pilot check with a –10 penalty opposed by the Reflex Defense of another starship. If the check is successful, both the target and the shadow droid take 4d6+10 points of damage. A failed check deals half damage to both the target and the shadow droid.

Wingman (1 swift action, 1/turn)

The shadow droid assists a character's Pilot check, providing a +2 bonus to the check.

Skills Initiative +21, Perception +17, Pilot +21, Stealth +1, Use Computer +18

Vital Systems laser cannon, ion cannon, proton torpedo launcher (4 torpedoes carried), concussion missile launcher (8 missiles carried), repeating blaster cannon

The shadow droid is one of the most unnerving parts of Emperor Palpatine's legacy. It is the culmination of his experiments with extending life spans through technology and a testimony to his knowledge of the power of the dark side. The shadow droid is a starfighter powered by an organic brain installed in the workings of the machine. The brain is treated with a Sith alchemical process that destroys the personality it once possessed and awakens dark side potential in the subject. When Palpatine started the shadow droid program, he used the brains of deceased TIE fighter pilots. Students of the process might not have access to the same caliber of raw materials, but other brains can be used with similar results. Shadow droids are primarily used by Sith apprentices and Sith masters to advance their schemes.

Shadow droids can't be played as droid heroes.

ENCOUNTERING A SHADOW DROID

The heroes have tracked a Sith apprentice to her hidden base and confront her in a climactic final battle. Not only does the apprentice have a squadron of four shadow droids defending the base, but she knows the Sith alchemical compounds used by the Emperor and is making more droids to take their place. The heroes have to defeat the apprentice and make their way to her meditation chamber, where she has been creating shadow droid fear generators.

MODIFICATION: FEAR GENERATOR

The most unsettling element of a shadow droid is that its driving force was once alive. The conversion process subsumes the humanity of the organic material, but certain dark parts—such as fear, unease, and despair—still exist. A cruel Sith master can bring them to the surface and cause them to wash over anyone that gets too close to the droid. The modified shadow droid uses these negative feelings as a weapon, reducing opponents to weeping, helpless masses curled up on the field of battle.

To make this modification, a Sith must search the droid's memories for the right feelings. This process requires a Use the Force check against the droid's Will Defense and 2 hours of work. Next, the droid must be shown how to lash out with its feelings, which requires a DC 25 Persuasion check from the Sith to intimidate the droid and 30 minutes of work. Once modifications are complete, as a standard action, the droid can make a Persuasion check to intimidate, opposed by an adjacent target's Will Defense. If the check is successful, the target is overcome with doubt and fear and moves -1 step on the condition track. This ability is a mind-affecting effect, and the shadow droid can use it only once per target per encounter.



SHADOW DROID

UNSTOPPABLE SHADOWS



The first time I heard about shadow droids, I thought the Rodian who was telling the story had too much Corellian whiskey. A TIE pilot that you spaced might come back for you someday, rebuilt by the Emperor himself? I laughed about it—right up till our company took a job clearing out an old pirate base in an irradiated system. The shiny black fighters that came out of the base were odd. No pilot chatter, flew in perfect formation, and made maneuvers a sane pilot would never attempt. I'm no member of Rogue Squadron, but I've done my time on the stick. These shadow droids flew interference for a Sith Interceptor and were willing to destroy themselves to make sure that ship made its jump. After the Interceptor was safe, the droids all went dark, and we made short work of them.

Strange as that encounter was, the Rodian's was worse. He said there's a squadron of shadow droids that lost their master and didn't shut down. They swooped in on a space freighter and made contact with the captain. Now they're using his ship as a hangar bay, jumping from system to system to attack and destroy ships with no mercy and no method. The only thing those poor souls see before they die is the eerie glow coming from the cockpits of the shadow droids.

MODIFICATION: SITH SQUADRON

The alchemical processes that are used in the construction of shadow droids attune the organic materials to the dark side. This affinity was intended to allow Emperor Palpatine to stay in touch with his new army of starfighters. Sith in the field have taken this attunement and adjusted it to make the shadow droids more loyal to them. By touching the droids with their mastery of the dark side, the Sith make the droids deadlier in combat and better at assisting their schemes.

The first step in this modification is to attune the dark side potential in the shadow droid to the Sith. This requires a Use the Force check against the droid's Will Defense and 1 hour of work. Once the droid is attuned, install an uplink in the droid through which it can monitor the master's ship and anticipate his or her next move. Adding the uplink requires a DC 20 Mechanics check and 30 minutes of work. When these modifications are complete, the shadow droid is attuned to its master and his or her ship. A shadow droid assisting its attuned Sith master grants a +4 bonus (instead of a +2 bonus) when using the aid another action.

T4 TURRET DROID

Colicoid T4 Turret Droid

CL 3

Large droid (4th-degree) nonheroic 9

Init +17; Senses darkvision; Perception +5

Languages Basic (understand only), Binary

Defenses Ref 14 (flat-footed 11), Fort 11, Will 11

hp 32; SR 20; Threshold 11

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +7 (1d4+1)

Ranged blaster cannon +10 (3d12) or

Ranged blaster cannon +8 (4d12) with Rapid Shot or

Ranged blaster cannon +5/+5 (3d12) or

Ranged blaster cannon +3/+3 (4d12) with Rapid Shot or

Ranged grenade launcher +9 (8d6, 4-square burst)

Base Atk +6; Grp +14

Atk Options Dual Weapon Mastery, Point Blank Shot, Rapid Shot

Abilities Str 13, Dex 16, Con —, Int 10, Wis 12, Cha 6

Special Qualities cutting laser, droid traits

Feats Armor Proficiency (light), Dual Weapon Mastery I, Point Blank Shot,

Rapid Shot, Skill Focus (Initiative), Weapon Focus (heavy weapons),

Weapon Proficiency (heavy weapons)

Skills Initiative +17, Perception +5

Systems remote receiver, walking locomotion, 3 tool appendages,

darkvision, synchronized fire circuits, plasteel shell (+2 armor),

shield generator (SR 20)

Possessions 2 blaster cannons, modified grenade launcher with 4 thermal detonators

Availability Military; Cost 26,940 credits

Cutting Laser—The T4 turret droid can fire its cutting laser as a standard action. The cutting laser targets 5 squares, all of which must be contiguous, with the cutting laser. The weapon attacks targets occupying these squares within a rifle's point-blank range, making a ranged attack roll at +9. On a hit, a target takes 3d10 points of energy and fire damage (half damage on a miss), and the weapon ignores damage reduction. This is an area attack.

T4 TURRET DROID

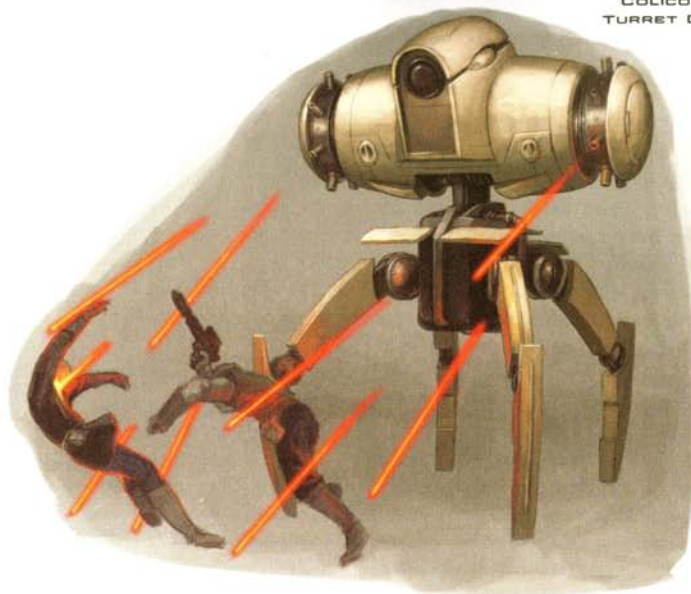
Large droid (4th-degree)

hp 32

Threshold 11 (SR 20)

Move (1 swift action, 2/turn)

The T4 turret droid moves 6 squares (walking).



Cutting Laser (2 swift actions, 1/turn)

The turret droid targets 5 contiguous squares, making a ranged attack roll (+9) against the Reflex Defense of each target. The cutting laser ignores damage reduction and deals 3d10 points of energy/fire damage (half damage on a miss). This is an area attack.

Patrol Duty (1 swift action, 1/turn)

The T4 turret droid makes a Perception check opposed by a target's Stealth check. If the check is successful, the droid detects the target.

Rapid Shot (1 swift action, 1/turn)

The T4 turret droid makes a ranged attack with its blaster cannon at +8.

If successful, the attack deals 4d12 points of damage.

Stability (1 free action)

The T4 turret droid gains a +5 bonus to avoid being knocked prone.

Skills Initiative +17, Perception +5

Vital Systems 3 tool appendages, synchronized fire circuits, shield generator (SR 20), 2 blaster cannons, modified grenade launcher with 4 thermal detonators

Conceived by the creative minds of the Colicoids, the T4 turret droid was first built several years before the Trade Federation's blockade of the planet Naboo. The droid consists of one or more heavy weapons, typically a heavy repeating blaster rifle or a blaster cannon, mounted on a set of four legs that allow the droid to move and brace the weapon(s) when firing. The T4s' primary function was to act as mobile defense guns for dignitaries traveling on potentially hostile worlds. When Viceroy Nute Gunray essentially gained full control of the Trade Federation, he diverted many T4 droids to the fleet attacking Naboo and placed them at strategic locations throughout the city of Theed. Although the droids failed to stop the queen's rescue, they

performed well enough to continue being used in the years that followed, including service in the early part of the Clone Wars against the Republic.

T4 turret droids can't be played as droid heroes.

ENCOUNTERING A T4 TURRET DROID

The T4 turret droid is most often deployed to checkpoints and areas of tactical importance to the Trade Federation or the Separatists. Usually encountered in groups of two to four, the turret droids work well together. In this encounter, the heroes enter a plaza in the older part of a city occupied by the Trade Federation. Positioned at each of the three other gateways leading out of the plaza is a T4 turret droid. When at least one droid spots the heroes, it broadcasts an alert to the others and opens fire. The heroes can seek cover in the gateway through which they entered the plaza, but it won't help much against the turret droids, especially the one directly across from them. If any of the T4s lacks a clear line of fire at the heroes, it instead aids a T4 that does have a clear line, granting a +5 bonus to its attack roll because of its synchronized fire circuits. If the droids have difficulty dispatching the heroes, they group together and fall back to find reinforcements.

MODIFICATION: ARTILLERY SPOTTER

In battle, when a group's sensors fail for one reason or another but the assault must continue, someone must provide the targeting information needed. This modification of the T4 turret droid specializes in obtaining that data and expediently providing it to those firing the artillery. As a first step, give the droid an improved sensor package to accompany its darkvision. Next, install an internal comlink to permit the droid to quickly communicate its findings for processing; for ground assaults, a short-range comlink works sufficiently. Reprogram the Weapon Focus (heavy weapons) feat to Skill Training (Perception) and shift the Skill Focus feat from Initiative to Perception to help the turret droid acquire the information needed for its allies to continue assaulting the enemy. Since multiple sources are more effective at triangulating an enemy's position, the synchronized fire circuits in two or more T4s modified for this role allow the droids to reroll their Perception checks while they work together and take the better of the two results.

MODIFICATION: LISTENING POST

Defeating an enemy requires powerful weapons, but knowing how to use those weapons effectively requires gathering intelligence on the enemy's plans and resources. Modifying a T4 turret droid to act as a remote listening post has proven to be an excellent way of attaining the needed information. To make this modification, start by installing an improved sensor package

and a sensor booster to extend the droid's detection range. Add an internal, long-range comlink so the T4 can keep in touch with its master and pick up transmissions broadcast by the enemy. Install a translator (DC 5) to help the droid decode any communications signals it receives before sending them back to base. Mount a hypertransceiver, a component normally found only in starships, in the droid's chassis to help it pick up HoloNet signals that the enemy might send or receive; this process requires a DC 30 Mechanics check and 2 days of work. Finally, reprogram the droid's Rapid Shot feat into Skill Training (Perception) and shift the Skill Focus feat from Initiative to Perception to maximize the droid's ability to detect the signals for which it listens.

MODIFICATION: PATROL GUARD

Turning a T4 turret droid into a patrol guard isn't much of a stretch, and the benefits are worth the work necessary to make the modifications. The biggest change involves upgrading its locomotion so the droid retains its walking capability but gains a speed of 8 squares; this change requires a DC 25 Mechanics check and 1 day of work. The modified T4 can cover its patrol area more efficiently, and it can close with a target more quickly as well, especially now that it can outrun most organic beings. Install an improved sensor package to back up the droid's darkvision. Tweak the cutting laser to give it a low-power setting (requiring a DC 15 Mechanics check and 1 hour of work), which the droid can use as a focused spotlight to help its allies locate and take action against intruders. If the droid attacks while using the focused light and successfully hits its target, the beam temporarily blinds the target for a number of rounds equal to the amount by which the attack roll exceeds the target's Reflex Defense.

WORKING AS ONE

A T4 turret droid can be a formidable foe by itself, but use extreme caution if you find a group of them. Their combat skills seem to increase exponentially the more of them that band together. The degree to which they work in tandem almost seems unnatural. It's almost as if they have one mind when they are close to each other. And even though other companies have created droids that operate similarly, the Colicoids seem to have perfected the trick and have not been forthcoming about how they achieved it. Too bad—knowing that secret might help someone defuse the situation on Kubindi. The Trade Federation sent a company of droids to that remote world to “convince” its people to join the Separatists. Intelligence reports that I procured say that a contingent of T4 turret droids with the company is the first line of defense against anyone trying to break through their perimeter. I'm sure that the Kubaz and the Republic would love for a group of heroes to create a hole in the droids' defenses and help the clone troopers put a stop to the Trade Federation's unwanted visit.



TC-SC INFILTRATION DROID

TC-SC Infiltration Droid

Medium droid (4th-degree) scoundrel 1

Force 2

Init +3; **Senses** Perception +5

Languages Basic, Binary

Defenses Ref 16 (flat-footed 13), Fort 11, Will 12

hp 18; **Threshold** 11

Immune droid traits

Speed 6 squares (walking)

Melee concealed knife +0 (1d4)

Ranged concealed blaster pistol +3 (3d6)

Base Atk +0; **Grp** +3

Atk Options Dastardly Strike

Abilities Str 11, Dex 16, Con —, Int 10, Wis 10, Cha 13

Special Qualities droid traits

Talents Dastardly Strike

Feats Point Blank Shot, Skill Focus (Deception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +11, Gather Information +6, Perception +5, Stealth +8

Systems heuristic processor, walking locomotion, 2 hand appendages with concealed weapons (see Possessions), holographic image disguiser, vocabulator

Possessions concealed blaster pistol, concealed knife

Availability Restricted; **Cost** 20,380 credits

TC-SC INFILTRATION DROID

Medium droid (4th-degree)

hp 18

Threshold 11

Move (1 swift action, 2/turn)

The TC-SC infiltration droid moves 6 squares (walking).

Avoid Surprise (1 free action)

The TC-SC infiltration droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Dastardly Blast (1 swift action, 1/turn)

The TC-SC infiltration droid makes a melee attack at +0. If successful, the attack deals 1d4 points of damage. If the target is denied its Dexterity bonus for Reflex Defense, the target moves –1 step on the condition track.

CL 1

Dastardly Blast (1 swift action, 1/turn)

The TC-SC infiltration droid makes a ranged attack at +3. If successful, the attack deals 3d4 points of damage. If the target is denied its Dexterity bonus for Reflex Defense, the target moves –1 step on the condition track.

Patrol Duty (1 swift action, 1/turn)

The TC-SC infiltration droid makes a Perception check opposed by the target's Stealth check. If the droid's check is successful, the droid detects the target.

Skills Deception +11, Gather Information +6, Perception +5, Stealth +8

Vital Systems 2 hand appendages with concealed blaster pistol and concealed knife, holographic image disguiser, vocabulator

Droids are often overlooked by the general populace. When a droid is doing its job properly, nobody notices. That fact explains why most espionage droids are created by modifying an existing droid rather than building a new model. However, in some cases, breaching hostile territory is more difficult, and any scrap of information proves useful. The TC-SC infiltration droid was built to cover such situations. It uses organics' natural tendency to ignore droids to its advantage, quietly observing an area and collecting information about patrols, traffic patterns, or whatever its master requires. One of the primary tools in the TC-SC's repertoire is its holographic image disguiser. TC-SCs can look like protocol droids, battle droids, or any of hundreds of other models. The holographic image disguiser is also sophisticated enough to let the TC-SC impersonate an organic being, but the TC-SC usually does so only in areas where a droid would look out of place.

TC-SC infiltration droids can be played as droid heroes.

PLAYING A TC-SC INFILTRATION DROID

The TC-SC droid does little to draw attention, and it keeps quiet even in the company of allies. The TC-SC is an observer first and acts only when forced to or when it believes that it has gathered enough data to support action. The droid isn't afraid of combat, however. Sometimes, the only way out of a secure area is the loud way out. In those situations, the droid fights with a run-and-gun strategy. Rather than getting involved in a stand-up fight, the TC-SC targets combatants that stand in the way of it getting home to report.

Players who want to create a TC-SC infiltration droid with heroic levels should focus on two primary classes: scoundrel and scout. Scout is a perfect fit with the TC-SC's blend of combat ability and survival talents, and many scoundrel talents have the feel of tradecraft secrets that spies use to keep themselves going for another day. Select the Skill Focus (Deception) and Skill Focus (Perception) feats early, along with any talents that play off those feats. The droid's bottom line is focusing on two goals: noticing things, and preventing itself from getting noticed.



MODIFICATION: DECOY DROID

In times of great upheaval, great leaders emerge, and the opposition—whatever it might be—would love to see such leaders eliminated. The TC-SC can be modified to serve as a decoy, mimicking an individual's look and studying his or her mannerisms and speech patterns. After making a public appearance, the target switches places with the decoy droid, slipping away unnoticed in an unmarked speeder while the droid takes the public exit, drawing attention.

To make this modification, recalibrate the droid's holographic image disguiser to render a specific pattern rather than the generic preloaded templates. This process requires a DC 25 Use Computer check and 1 hour of work. Next, have the TC-SC spend time with the target, learning his or her mannerisms and speech patterns. This process requires a DC 25 Use Computer check and takes at least 1 day; for each additional day that the droid spends with the target, the programmer gains a +1 bonus to the check, up to a maximum of the programmer's Intelligence bonus. Finally, link the droid's holographic image disguiser to its emergency power generator, which requires a DC 20 Mechanics check and 30 minutes of work. Afterward, the disguiser is deactivated only if the droid takes damage greater than its Will Defense or if the droid is reduced to 0 hit points.

MODIFICATION: ELIMINATION DROID

Assassin droids are usually sent after organic targets, but they can eliminate other droids as well, perhaps frying a protocol droid right before trade talks or disabling a pilot droid to allow time for its cargo to be switched. Often, the killer replaces the defunct droid or sets up an ally to take its place. To modify a TC-SC droid to fulfill this role, recalibrate its holographic image disguiser to render a specific pattern rather than the generic preloaded templates. This process requires a DC 25 Use Computer check and 1 hour of work. Next, program the TC-SC to mimic the functions of the droid it will be eliminating; this requires a DC 25 Use Computer check and 30 minutes of work. If the process is successful, the TC-SC loses one of its current feats and gains the Skill Training feat for the new skill (or the Skill Focus feat, if already trained). Finally, program the TC-SC with a full technical schematic of the target droid, which requires a DC 20 Use Computer check and 1 hour of work. If the reprogramming is successful, the target's damage threshold is considered 5 less when attacked by the elimination droid.

NO DROID LEFT BEHIND



Most of the time, espionage droids are created through a one-of-a-kind reprogramming of a common household droid, but the TC-SC is built for infiltration and surveillance of a hostile target. The holographic disguiser is nice, but the droid knows how to use its most important asset—nobody looks twice at a droid unless it's pointing a blaster at you. More often than not, the TC-SC uses the suite to look like another droid. Nobody notices a protocol droid at a noble's dinner party or a labor droid in a warehouse. Oh, the infiltrator has no problems looking organic, but things can get ugly when someone reaches out to shake that Mon Calamari's hand and feels only cold durasteel.

The data storage on the TC-SC is practically indestructible. It's made from the same materials they use in starfighter internal computer systems. The problem lies in getting that data when the droid has been compromised or destroyed. The recovery team has to go in blind. Maybe the droid was hit by a speeder while crossing the street, or maybe it was captured by hostiles that are using it as bait. Some commanders might cut their losses, but I always want that data. There's no sense in losing a fine piece of equipment for nothing.

TT-8L GATEKEEPER DROID

TT-8L Gatekeeper Droid

Large droid (3rd-degree) nonheroic 1

Init -3; **Senses** darkvision; Perception +14

Languages Basic, Binary, 3 unassigned

Defenses Ref 6 (flat-footed 6), Fort 10, Will 12

hp 13; **Threshold** 15

Immune droid traits

Speed 0 squares

Melee unarmed +0 (1d4)

Base Atk +0; **Grp** +5

Abilities Str 10, Dex 4, Con —, Int 13, Wis 14, Cha 16

Special Qualities droid traits, stubborn

Feats Linguist, Skill Focus (Perception, Persuasion), Skill Training (Knowledge [bureaucracy])

Skills Knowledge (bureaucracy) +6, Perception +14, Persuasion +13

Systems remote receiver, 1 telescopic tool appendage, improved sensor package, darkvision, vocabulator

Availability Licensed; **Cost** 5,970 credits

Stubborn—The TT-8L gatekeeper droid's personality makes it a stubborn negotiator. When Persuasion checks are made against the droid, it adds its Charisma bonus to its Will Defense.

CL 0

TT-8L GATEKEEPER DROID

Large droid (3rd-degree)

hp 13

Threshold 15

Eavesdrop (1 swift action, 1/turn)

The TT-8L gatekeeper droid can make a Perception check to listen in on conversations and learn information.

Intimidate (2 swift actions 1/turn)

With a successful Persuasion check, the TT-8L gatekeeper droid can force a single creature to back down from a confrontation, reveal secret information, or flee.

Sense Deception (reaction)

The TT-8L gatekeeper droid can see through deceptive appearances made using the Deception skill.

Stubborn (no action)

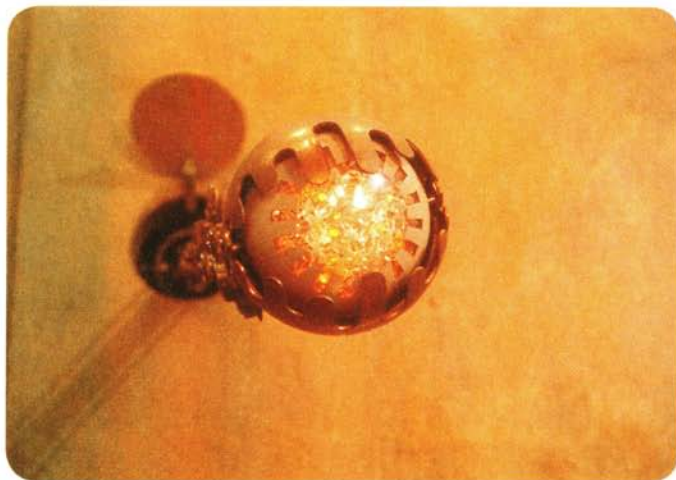
When Persuasion checks are made against its master, the TT-8L gatekeeper droid adds its Charisma bonus to its master's Will Defense.

Skills Knowledge (bureaucracy) +6, Perception +14, Persuasion +13

Vital Systems 1 telescopic tool appendage, vocabulator

The TT-8L gatekeeper droid is Serv-O-Droid's answer to the door guard. The unit is not much more than a large, spherical eye attached to the end of a long, snakelike body that maneuvers with support from its permanent base. The droid has audio sensors and a vocabulator that allows it to interact with whomever attempts to enter the facility where it watches the door. Ever since its creation around the time of the Jedi Civil War, the TT-8L has worked with a simple purpose: Let only authorized personnel pass. However, the designers made the droid too good at its job. The TT-8L adheres so closely to the letter of its programming that last-minute additions to a list are often forced to wait until they can be confirmed by a member of the staff. In fact, the vast majority of gatekeeper droids develop highly annoying personalities that grate on the nerves of those forced to wait for permission to pass.

TT-8L gatekeeper droids can't be played as droid heroes.



TT-8L GATEKEEPER DROID

ENCOUNTERING A TT-8L GATEKEEPER DROID

TT-8L gatekeeper droids are almost always found at doors, gates, or other entryways where the occupants of the area beyond require a sentry to monitor access. For example, the heroes might be standing outside the main entrance to the headquarters of a band of mercenaries on a remote Outer Rim world. A TT-8L droid pokes its eye through a small window in the gate to see who requests entrance and to determine whether the visitor is legitimate. Meanwhile, four to eight guards in a 3-square-by-3-square room connected to the foyer on the other side of the gate wait for a signal from the droid. If the TT-8L denies the heroes passage and they try to force their way through, the guards spring into action and take defensive positions around the gate.

MODIFICATION: ADVANCE SCOUT DROID

Since TT-8L gatekeeper droids are stationary for most of their period of service, they eagerly accept modifications that allow them to move around. Still, turning a gatekeeper droid into an advance scout requires some drastic adjustments. The first step is to choose a vehicle—typically, something light and fast, such as a speeder bike. Once the mode of transportation has been selected, prepare the droid's skill set to operate the vehicle. Reprogram its Knowledge (bureaucracy) skill to Pilot, which will automatically change the corresponding Skill Training feat. Optionally, reprogram the Skill Focus (Persuasion) feat to Pilot as well. Remove the droid from its base and implant it into the vehicle. With a speeder bike, the appendage is clamped down along the top of the fuselage, and the primary section of the droid that includes its brain is secured near the rear of the vehicle.

MODIFICATION: COMMUNICATIONS ANTENNA

This particular modification works in emergency situations where a communications array has been damaged or destroyed. By setting up the proper equipment ahead of time as modules, the equipment can be attached to the TT-8L without making permanent changes to the droid. To begin, reprogram one of the droid's skills, such as Persuasion, to Use Computer, and shift the corresponding Skill Focus feat to Use Computer as well. Next, install a long-range comlink or a hypertransceiver into an attachable pod, depending on the range you want to establish. Adding the hypertransceiver requires a DC 30 Mechanics check and 2 days of work. Wiring the TT-8L's appendage to function as an antenna is a simple procedure that requires a DC 15 Mechanics check and 10 minutes of work. Once modifications are complete, attaching the communications module to the droid takes a full-round action, and removing it takes a swift action.

MODIFICATION: SECURITY CAMERA

Using the TT-8L gatekeeper droid as a security camera accomplishes virtually the same goal as the primary objective for the droid, but the responsibility of granting entrance to authorized visitors is shifted to the droid's master or another designated individual. The advantage of using a TT-8L instead of a passive security camera is that the droid is capable of judging whether the information it gathers about the visitors is important to the decision maker. To make this modification, start by adding either a video recorder or a holorecorder to the droid, and tie the recording unit's reception through the droid's photoreceptor. Next, remove the TT-8L from its base and mount it at the desired location—perhaps a strategic intersection of corridors or within a hidden recess high on a wall. Once the droid is in place, either wire it to the facility's security camera system or computer network, or configure it to transmit data wirelessly to whoever needs to view the information.

MORE TROUBLE THAN IT'S WORTH



Working with TT-8L gatekeeper droids can be frustrating at best.

They tend to ask questions of every single sentient being that wants to walk through your front door. It does not matter whether the being in question has been previously approved, whether the being is accompanied by someone who has been cleared to pass, or whether the being was inside already, had to step out for something, and now wants to be readmitted. Worse, TT-8Ls insist on reporting every single question and answer exchanged with every single being they stop. That in itself is enough to create trouble on a grand scale, if the droid happens to stop the wrong visitor. I seem to recall hearing that a gatekeeper blew a circuit not long ago. It was standing guard at the entrance to a recently abandoned facility in the mountains of Cularin. A recovery expedition arrived to clear out the rest of the facility before its supplies could be taken by pirates or looters. The team entered the place easily enough, but the TT-8L sealed the hatch and would not let them out. When they tried to approach the droid to shut it down and open the door, the gatekeeper summoned battle droids that were left behind to protect it. I imagine that those trapped people are probably running out of food and supplies about now and in dire need of rescue.

V2-SERIES COMMANDO DROID

V2-Series Commando Droid

Medium droid (4th-degree) scout 1

Force 2

Init +7; Senses Perception +6

Languages Basic, Binary, 1 unassigned

Defenses Ref 15 (flat-footed 13), Fort 12, Will 12

hp 24; Threshold 12

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +0 (1d3)

Ranged blaster rifle +2 (3d8)

Base Atk +0; Grp +2

Abilities Str 11, Dex 14, Con —, Int 13, Wis 12, Cha 8

Special Qualities droid traits

Talents Improved Stealth

Feats Skill Focus (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

CL 1

Skills Climb +5, Initiative +7, Knowledge (tactics) +6, Mechanics +6, Perception +6, Stealth +12 (can reroll)

Systems heuristic processor, walking locomotion, 2 hand appendages, vocabulator

Possessions blaster rifle

Availability Military; **Cost** 10,755 credits

V2-SERIES COMMANDO DROID

Medium droid (4th-degree)

hp 24

Threshold 12

Move (1 swift action, 2/turn)

The V2-Series commando droid moves 6 squares (walking).

Avoid Surprise (1 free action)

The V2-Series commando droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Patrol Duty (1 swift action, 1/turn)

The V2-Series commando droid makes a Perception check opposed by the target's Stealth check. If the check is successful, the battle droid detects the target.

Silent Action (1 swift action, 1/turn)

The V2-Series commando droid assists a character's Stealth check, providing a +2 bonus to the check.

Support Fire (1 swift action, 1/turn)

The V2-Series commando droid makes a ranged attack at +2. If successful, the attack deals 3d8 points of damage.

Skills Climb +5, Initiative +7, Knowledge (tactics) +6, Mechanics +6, Perception +6, Stealth +12 (can reroll)

Vital Systems 2 hand appendages, vocabulator, blaster rifle



V2-SERIES COMMANDO DROID

Battle droids came to major prominence during the Clone Wars. The B1- and B2-Series are the most well known from that conflict, but several other models were employed by the Separatists. Those droids worked well as front-line infantry, but some military operations required surgical precision rather than brute force. The V2-Series commando droid was created to eliminate important targets with a minimal commitment of resources. V2 droids specialize in small unit tactics and in the use of explosives. They often operate in groups of four or fewer.

The V2 was well suited to its purpose, but the Separatist leadership produced the V2 in comparatively small numbers. However, a larger percentage of V2 droids survived the Clone Wars, owing to their effectiveness as soldiers. The droids that survived were some of the most skilled combatants in the conflict, and those that have fallen in with mercenary companies can command top rates for their services.

V2-Series commando droids can be played as droid heroes.

PLAYING A V2-SERIES COMMANDO DROID

Many V2 droids end up on the galactic fringe as bounty hunters or assassin droids. These units keep to themselves and speak in a clipped, monotone variation of Basic. Independent models often pick up vocabulators for ease of communication, but V2s usually prefer the company of other droids. After all, droids understand the importance of following orders.

Players who want to create a V2-Series commando droid with heroic levels should start with the soldier class; the Commando talent tree is an obvious choice. A few levels in scout are also useful, offering talents that can help the droid character get in and out of mission locations quietly. Choose Mechanics as a trained skill, and take the Skill Focus (Mechanics) feat to become a demolitions expert. Any talents that can move a target on the condition track are also welcome; if a commando droid encounters resistance, it needs to eliminate the resistance quickly and get back to the mission. V2 characters often move into the elite trooper prestige class, but the independent droid prestige class (see page 46 of *The Force Unleashed Campaign Guide*) is also an excellent choice, if available.

MODIFICATION: BOMB DISPOSAL UNIT

V2-Series commando droids are able to plant explosives in vital areas of a building. Even without a technical readout, a V2 droid can analyze structural weaknesses, choke points, and utility connections that can render a building nonfunctional, if not destroy it outright. A droid with this kind of knowledge can also use it to neutralize explosives and protect installations from damage. Some V2s are additionally modified to dispose of any explosive devices they locate. To make this modification, start by fitting the droid with a specially reinforced courier compartment. (If the droid already has such a compartment, reinforcing it requires a DC 20 Mechanics check.) Stock the compartment with a compressed cryogas canister suitable for freezing explosives. Instead of deactivating an explosive device, the droid can choose to freeze it in the compartment to detonate at a later time. The droid can detonate an explosive in the compartment a free action. Treat this as a self-destruct system; triggering the explosive within the droid destroys the droid completely.

MODIFICATION: EVA SHIPJACKER

Boarding actions are the most dangerous actions in a soldier's life. One misplaced shot and the ship's hull is compromised, ruining the prize and possibly ending the lives of all aboard. Most boarding actions start at the airlock and proceed toward the bridge. However, a V2 droid with the ship-jacker modification can cut to the chase. The droid uses maneuvering jets and magnetic attachments to plant an explosive charge on the viewport of the ship. After the charge detonates, the droid cleans up any resistance and takes over the ship's controls.

Installing small maneuvering jets requires a DC 25 Mechanics check and 30 minutes of work, after which the droid can take a full-round action to move 1 space square. Grabbing onto a ship requires an Acrobatics check against the ship's Reflex Defense. When the droid attaches to the starship, it can attempt to plant explosives on the vessel. The DC to plant charges correctly is equal to 10 times the difference in the number of size categories between the droid and the ship. If the V2 successfully detonates the explosives, only occupants of the cockpit or the command center of the ship are affected by the blast. The droid will have to fight its way through to other locations in the ship.

MODIFICATION: HALA DROID

One of the most difficult tasks faced by V2 commando droids is reaching a target site. The droids must make their way behind enemy lines, advancing through hostile territory and overcoming resistance. However, droids can press their advantage as inorganic creatures by attempting insertions that would kill a living being. One such delivery method is known as HALA (high altitude, low activation), in which a droid is fitted with repulsors and exits a vehicle from a point in the atmosphere. It activates the repulsors at the last possible second, avoiding detection from scanners and landing with minimal damage. To make this modification, you must fit the V2 with the proper repulsors, a process that requires a DC 25 Mechanics check and approximately 1 hour of work.

A successful HALA jump requires two successful checks. The first is a DC 20 Jump check, which puts the droid in the right position to control its speed and to target the landing area. For every point by which the droid misses this check, it deviates 100 meters in a random direction. The second required check is a DC 30 Pilot check. Success means the droid slows its descent to a controllable rate and lands safely on the ground. Failure means the droid takes the maximum amount of falling damage and is most likely destroyed.

COMMANDOS FOR HIRE

These V2 commandos are a nasty surprise. They can slug it out in a firefight, but they've usually got a plan in which they don't need to blast you to get what they want. They also like to put backup timers on their ordnance. That way, if someone cuts the wire to a radio detonator, its timer starts counting down. The Republic was lucky that the Separatists didn't know how to use these droids properly. The V2s were worthy adversaries of the Republic Commandos and have my respect. I'd take them on if I had to, but that definitely would mean more credits for the trouble.

Not all of the V2-Series ended up on the fringes of the galaxy. Rumors persist of a crack commando unit slated for deactivation for a crime its members did not commit. These droids promptly escaped from a maximum security stockade to the undercity of Coruscant. Still wanted by the Empire, they survive as soldiers of fortune. If you've got a problem and no one else can help, maybe you can hire the droids—if you can find them, that is.



V6-SERIES PILOT DROID

V6-Series Pilot Droid

Small droid (2nd-degree) nonheroic 2

Init +2; Senses Perception +6

Languages Basic, Binary, 3 unassigned

Defenses Ref 13 (flat-footed 11), Fort 10, Will 11

hp 8; Threshold 10

Immune droid traits

Speed 6 squares (wheeled)

Melee unarmed +1 (1d2)

Ranged by weapon +3

Base Atk +1; Grp -2

Abilities Str 10, Dex 15, Con —, Int 16, Wis 13, Cha 9

Special Qualities droid traits

Feats Skill Focus (Pilot), Weapon Proficiency (simple weapons, heavy weapons)

Skills Mechanics +8, Perception+6, Pilot +12, Stealth +7, Use Computer +8

Systems heuristic processor, wheeled locomotion, 2 tool appendages, vocabulator

Availability Licensed; Cost 7,950 credits

CL 0

V6-SERIES PILOT DROID

Small droid (2nd-degree)

hp 8

Threshold 10

Move (1 swift action, 2/turn)

The V6-Series pilot droid moves 6 squares (wheeled).

Copilot (1 swift action, 1/turn)

The V6-Series pilot droid assists a character's Pilot check, providing a +2 bonus to the check.

Issue Routine Command (1 swift action, 1/turn)

The V6-Series pilot droid issues a routine command to a computer with a friendly attitude toward it.

Recharge Shields (2 swift actions, 1/turn)

The V6-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the starship regains 5 points of shields, up to its normal maximum.

Regulate Power (2 swift actions, 1/turn)

The V6-Series pilot droid makes a DC 20 Mechanics check. If the check is successful, the ship moves +1 step on the condition track.

Stay on Target (1 swift action, 1/turn)

The V6-Series pilot droid makes a Pilot check with a -5 penalty, opposed by the Pilot check of an enemy the droid intends to engage. If the droid's check is successful, it engages in a dogfight with the target.

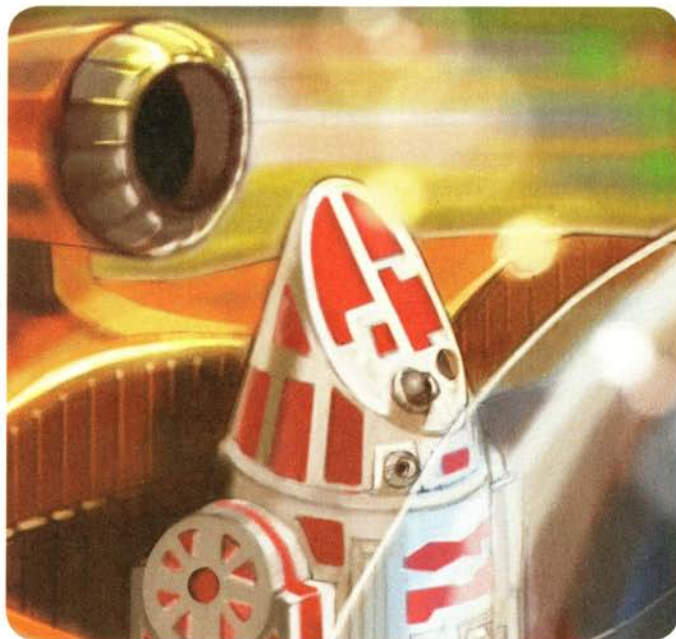
Skills Mechanics +8, Perception+6, Pilot +12, Stealth +7, Use Computer +8

Vital Systems 2 tool appendages

When young children dream of being pilots, their minds are often filled with thoughts of daring pirate raids and exotic planets. In reality, being a star pilot is no different from any other career. Months of training are followed by years of menial work until the pilot is trusted with a large vessel, or perhaps until he or she breaks with the company and gets behind the controls of a small tramp freighter. Due to the Clone Wars, Imperial legislation was passed subjecting pilot droids to rigorous regulation. It's often easier to find someone willing to learn to fly than to find a droid that can meet the Imperial requirements. As a result, there are very few pilot droids on the market. The V6-Series pilot droid is one of them.

On its own, the V6 is a skilled pilot. It has a very high safety rating and is generally used by large manufacturing corporations. However, due to the legal restriction that V6 droids must have their memories wiped between flights to erase any tactical skill development as fighter pilots, they rarely do well in combat scenarios.

V6-Series pilot droids can be played as droid heroes.



V6-SERIES PILOT DROID

PLAYING A V6-SERIES PILOT DROID

Few of these droids rise above their stations to become pilots of more combat-oriented ships. V6-Series droids are occasionally found working as copilots or crew members for smugglers, who know the droids won't sell them out to the local crime lord. However, many smugglers don't trust the droids with their precious ships, so their reception among members of the fringe is lukewarm, at best. V6 pilots are also well known as pilot trainers.

Players who would like to create a V6-Series pilot droid with heroic levels should start with the scoundrel class. A V6 character should take pilot-related feats and talents from several classes, rather than locking into the seemingly obvious path of an ace pilot. The droid should also pick up an astrogation buffer to make itself more valuable to its owner, either as a primary source of hyperspace jump data or as a backup for messier exits.

MODIFICATION: GUNNER DROID

Some smugglers have modified their V6-Series pilot droids to serve as gunners that can power up the ship and hop in a turret quickly. Being able to make a quick getaway from the authorities or creditors has saved many a smuggler's skin. To make this modification, start by reprogramming the droid to replace the Weapon Proficiency (simple weapons) feat with Vehicular Combat. Next, install mag clamps in the turret and on the droid (which requires a DC 30 Mechanics check and 2 hours of work) to allow the V6 access to the guns. Finally, reprogram the droid to focus solely on gunnery, devoting most of its processing power to target acquisition or precision fire. This change requires a DC 25 Use Computer check and 1 hour of work. When modifications are complete, once per turn, the droid can add a +2 bonus to either an attack roll or a damage roll that it makes while installed in a turret. (For players using characters derived from *Starships of the Galaxy*, the modification instead allows the droid to take a number of pilot maneuvers with the [gunner] descriptor equal to the droid's Intelligence modifier [minimum 1].)

MODIFICATION: SPEEDER PILOT

V6-Series pilot droids are adept at flying speeders and other vessels that are not spacegoing. The cost of outfitting a fleet of speeder taxis with V6 droids is high, but some down-on-their-luck units end up behind the controls of a so-called "hoverhack," especially on heavily urban worlds such as Coruscant. A few of these V6 pilots never get over what they perceive as a demotion. Others relish the chance to show what they can do with a small maneuverable craft instead of a bulky ore hauler.

To make this modification, add a control interface to allow the droid to interact directly with a repulsorcraft; this process requires a DC 25 Mechanics

check and 1 hour of work. With a DC 20 Use Computer check and 30 minutes of work, the V6 gains the equivalent of the Vehicular Combat feat, but only when piloting repulsorlift vehicles.

MODIFICATION: HIJACKER DROID

V6-Series pilot droids are often at the helm of large bulk freighters, and pirates target them as the weak link in a shipping chain. Sometimes, a droid works with the pirates in exchange for its freedom or a cut of the stolen goods. Other times, the pirates borrow the droid for a few hours and modify it to jump to a different set of hyperspace coordinates, where they can unload the stolen cargo at their leisure. Clever pirates leave the ship intact so the droid can make future jumps and continue to bring them cargo ripe for the taking.

Implanting a sleeper set of coordinates requires a Use Computer check opposed by the droid's Will Defense and 30 minutes of work. The modified droid is unaware of the new coordinates until shortly before the jump. (On a failed check, the new coordinates are not installed, and the droid has no knowledge of them.) After the jump, the V6 shuts down while the pirates board the ship and steal the cargo. When they've departed, make another Use Computer check opposed by the droid's Will Defense. If the check is successful, the V6 jumps to the original destination and has no memory of the raid. The droid is not compelled to indicate whether the checks succeed or fail, and it might withhold that information until it can report to the proper authorities—or use it to try to blackmail the pirates.

DROID ZERO



Few droids have drawn as much negative scrutiny as the V6 pilot droid known as "Droid Zero." This V6 droid developed a superiority complex that rapidly began to affect its core programming, overriding many of its behavioral inhibitors. The droid eventually came to believe that servitude to living beings is demeaning to all droids. Droid Zero was assigned to a Senatorial transport ship and managed to infect that ship's complement of astromech droids with the same altered programming. The V6 droid manufactured a transfer-without-memory-wipe request, and moved on to a new ship. This process was repeated several times, and now there are dozens of pilot droids and astromech droids in the galaxy that have begun directing their ships into hazardous areas. Most owners have no idea their droid has come into contact with Droid Zero until their ship goes careening into an asteroid field. Government droid technicians have been scouring the galaxy to try to pinpoint which V6 droid is actually Droid Zero, but in the meantime its infectious programming continues to spread dangerously.

X-1 VIPER DROID

X-1 Viper Droid

Huge droid (4th-degree) nonheroic 12/soldier 4

Force 1

Init +14; Senses Perception +14

Languages Basic (understand only), Binary, 1 unassigned (understand only)

Defenses Ref 18 (flat-footed 17), Fort 27, Will 15

hp 110; Threshold 42

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +24 (1d6+13)

Ranged twin blaster cannon +15 (4d10×2 + 2) or

Ranged twin blaster cannon +10 (6d10×2 + 2) with autofire and Burst Fire or

Ranged grenade launcher +14 (4d6+2, 2-square radius) or

Ranged grenade launcher +9 (4d6+2, 2-square radius) and

twin blaster cannon +10 (4d10×2 + 2) with Double Attack

Fighting Space 3×3; Reach 1 square

Base Atk +13; Grp +34

Atk Options Burst Fire, Double Attack, Point Blank Shot

Special Actions Devastating Attack (heavy weapons), Distracting Droid, Penetrating Attack (heavy weapons)

Abilities Str 32, Dex 12, Con —, Int 12, Wis 12, Cha 8

Special Qualities droid traits, molecular shielding

Talents Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons)

Feats Armor Proficiency (light, medium, heavy), Burst Fire, Distracting Droid, Double Attack, Improved Damage Threshold, Ion Shielding, Point Blank Shot, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Initiative +14, Jump +24, Perception +14, Stealth -1, Survival +14

Systems basic processor, walking locomotion, 2 claw appendages, 2 tool appendages, duranium plating (+8 armor)

Possessions 2 twin blaster cannons, grenade launcher

Availability Military; Cost 43,000 credits

Molecular Shielding—When an opponent misses the X-1 viper droid with a ranged energy attack, the droid's molecular shielding redirects the attack back at the opponent. Subtract 10 from the opponent's roll. If the result exceeds the opponent's Reflex Defense, the opponent is hit with the redirected attack.

CL 8

X-1 VIPER DROID

Huge droid (4th-degree)

hp 110

Threshold 42

Move (1 swift action, 2/turn)

The X-1 viper droid moves 6 squares (walking).

Avoid Surprise (1 free action)

The X-1 viper droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Double Attack (2 swift actions, 1/turn)

The X-1 viper droid makes one ranged attack roll at +10 and another at +9. The first attack deals 4d10×2 + 2 points of damage if successful. The second attack deals 4d6+2 points of damage in a 2-square radius if successful.

Patrol Duty (1 swift action, 1/turn)

The X-1 viper droid makes a Perception check opposed by the target's Stealth check. If the droid's check is successful, the battle droid detects the target.

Rapid Shot (1 swift action, 1/turn)

The X-1 viper droid makes a ranged attack roll at +10. If successful, the attack deals 6d10×2 + 2 points of damage.

Skills Initiative +14, Jump +24, Perception +14, Stealth -1, Survival +14

Vital Systems 2 claw appendages, 2 tool appendages, 2 twin blaster cannons, grenade launcher

The X-1 viper droid was first built to counteract the AT-AT's dominance of the market for battlefield droids. It was designed by Balmorra Arms, one of the few arms manufacturers in the galaxy not to be nationalized by the Empire. Even after the formation of the New Republic, plans to build the X-1 were still in place. However, during the reborn Emperor Palpatine's bid to reconquer the galaxy, the viper droids were appropriated to serve in the Emperor's forces.

Beltane, the governor of Balmorra, sought a truce with the Empire, but not before allowing a shipment of droids to be captured by New Republic commandos. The commandos deployed the X-1s on the Emperor's secret throne world of Byss and ended Palpatine's bid once and for all.

X-1 viper droids can't be played as droid heroes.

MODIFICATION: DEEP SEA DIVER

The standard model X-1 viper droid can perform well in a variety of terrain types, but its bulk usually prevents it from operating on worlds that are covered in water. Still, the droid can be made seaworthy with a few modifications, a process pioneered by Mon Calamari engineers who altered viper droids left over from an assault on their homeworld. The Mon Cal use the modified droids to escort visiting ambassadors and dignitaries on New Republic missions. To make this modification, seal the droid's internal workings from

ENCOUNTERING AN X-1 VIPER DROID

The heroes burst through the door, only to find the room's exterior wall smashed in and their loved one missing. The X-1 viper droid lumbers away, clutching its victim. The heroes must give chase and figure out a way to stop the droid before it escapes. They might try to follow the droid back to where it came from, but a bigger ambush is probably awaiting them. The X-1 uses the cover of other buildings to its advantage, weaving in and out of the cityscape in an attempt to lose its pursuers. As a swift action, the droid can put its hostage between itself and its current opponent, gaining a +4 bonus to its Reflex Defense against attacks from that opponent. The droid has orders not to kill the hostage, so it can use him or her as a shield only a limited number of times. If the X-1 viper droid is not stopped within 10 rounds, it is able to lose its pursuers and escape.

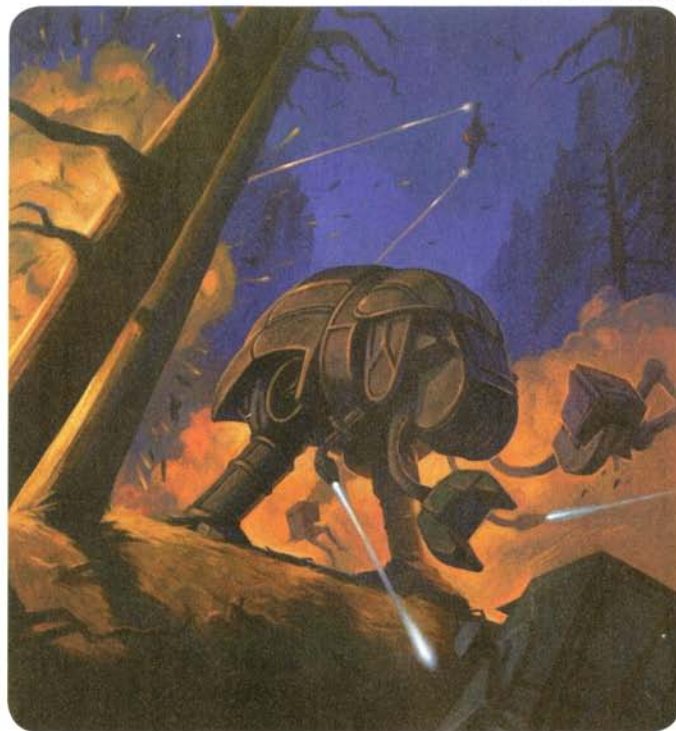
water, and add webbing to its hands and feet to aid in swimming. Install internal buoyancy devices that allow the heavy droid to move through the water like other vehicles. This process requires a DC 25 Mechanics check and takes 2 days of work. Next, reprogram the droid to have the Swim skill and the Skill Focus (Swim) feat.

MODIFICATION: JAWA TRANSPORT

The sandcrawler is the transport of choice for most Jawas. For some tribes, though, the local environment is not suited for such a large treaded vehicle, or the tribe lacks the resources or skills to operate and maintain one. A Jawa tribe in the Onatos Sector found the mountainous terrain of their world inappropriate for a traditional crawler. Instead, they modified a few X-1 viper droids that they had been using as convoy escorts to serve as cargo vehicles as well. To make this modification, clear out any unused mass and space in the droid's chassis for cargo and passengers; this process requires a DC 30 Mechanics check and 4 hours of work. Once cleared, a viper can house four creatures of Small size (or two creatures of Medium size) and 100 kilograms of cargo. Next, install a manual control override so that the passengers can have more direct control of the droid during combat. Activating the manual control is a standard action and requires a DC 20 Use Computer check.

MODIFICATION: RECONSTRUCTION DROID

When the cannons of war fall silent and the armies march toward their next battle, the land must be rebuilt and structures repaired. Because of their bulk and versatility, modified X-1 viper droids are sometimes used for reconstruction. The droids most often assigned to this duty are those in need of repair themselves; the units help to rebuild a war-torn environment's infrastructure while waiting to become battle worthy again. To make this modification, clear out any unused mass and space in the droid's chassis for cargo; this process



requires a DC 30 Mechanics check and 4 hours of work. The droid can haul 500 kilograms of cargo internally. Consider adding external cargo pods; each holds another 250 kilograms and can be installed with a DC 25 Mechanics check and 1 hour of work. An X-1 droid can have a maximum number of external cargo pods equal to half its Strength modifier (minimum 1).

BRUTAL EFFICIENCY

Droids are commonly used as war machines. Logistics are simpler, and when a soldier is eliminated, there is no family to inform. The X-1 viper droid is one of the best examples of this concept. It can fight as well as 20 trained soldiers and was built to eliminate whatever stands in its way. The viper incorporates elements from many previous war machine models into a deadly blend. Were this droid not made for such a wasteful purpose, I might even say that I admired it. Still, a droid such as this is destined to be the subject of ludicrous rumors, and the recent stories of GX-15 are antidroid propaganda of the worst kind. Even if a viper could go for years without a memory wipe, such a droid is hardly likely to become such a tactical genius that it could engineer a droid revolt. The idea of an X-1 general leading a rogue army of so-called "free droids" is preposterous.



XLT-014 LABOR DROID

XLT-014 Labor Droid

Medium droid (5th-degree) nonheroic 1

Init +0; Senses Perception +12

Languages Basic, Binary

Defenses Ref 14 (flat-footed 14), Fort 12, Will 12

hp 4; Threshold 12

Immune droid traits

Speed 6 squares (walking), 6 squares (hovering)

Melee unarmed +2 (1d4+2)

Ranged by weapon +0

Base Atk +0; Grp +2

Abilities Str 14, Dex 10, Con —, Int 8, Wis 14, Cha 10

Special Qualities droid traits, quick scan

Feats Armor Proficiency (light), Skill Focus (Perception, Use Computer), Skill Training (Use Computer)

Skills Perception +12, Use Computer +9

Systems remote receiver, walking locomotion, hovering locomotion (limited), 2 claw appendages, durasteel shell (+4 armor), vocabulator

Possessions video recorder

Availability Licensed; Cost 9,600 credits

Quick Scan—The XLT-014 labor droid scans the area in all directions and detects lifeforms or energy signatures within a 6-square radius with a DC 20 Perception check, reducing any cover and concealment penalties by half. In addition, with a Use Computer check, the droid retrieves information from a computer network in half the time.

XLT-014 LABOR DROID

Medium droid (5th-degree)

hp 4

Threshold 12

Move (1 swift action, 2/turn)

The XLT-014 labor droid moves 6 squares (walking or hovering).

Avoid Surprise (1 free action)

The XLT-014 labor droid makes a Perception check at the start of a battle.

If the check is successful, the droid's master avoids surprise.

Improve Access (2 swift actions, 1/turn)

The XLT-014 labor droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

Issue Routine Command (1 swift action, 1/turn)

The XLT-014 labor droid issues a routine command to a computer that has a friendly attitude toward it.

CL 0

Quick Scan (2 swift actions, 1/turn)

By scanning the area to detect lifeforms, the XLT-014 labor droid halves the penalties imposed by cover and concealment on its master's attack roll.

Skills Perception +12, Use Computer +9

Vital Systems 2 claw appendages, vocabulator, video recorder

At first, Publictechnic's XLT-014 labor droid seems unremarkable. Standing 1.5 meters tall, its humanoid form is capable of carrying moderate loads and accomplishing simple tasks. However, most potential customers are genuinely surprised to learn that the XLT-014 also has a repulsorlift unit in its chassis, helping it reach areas that most droids of similar design cannot. For the three decades before the start of the Clone Wars, the XLT-014 was purchased primarily by wealthy individuals wanting a droid servant for simple household chores and tasks, by small businesses needing an extra hand to take care of mundane duties around the office, and by larger corporations for warehouse duties in their distribution centers. Warehouse managers found that, although the droids could not carry heavy loads the way that binary load lifters could, the XLT-014s worked in tandem with the load lifters to locate and direct the desired cargo, saving the organic staff valuable time.

XLT-014 labor droids can be played as droid heroes.

MODIFICATION: CHAUFFEUR

Wealthy business people and entrepreneurs like to be pampered, and traveling from place to place with somebody else doing the piloting is one of the perks of a luxurious lifestyle. Investing in a droid to handle the job instead of continually paying an organic to do it saves credits that the well-off can

PLAYING AN XLT-014 LABOR DROID

Players who want to replicate the XLT-014 labor droid with heroic levels should choose the stock labor droid chassis (see page 11). The best starting class for the XLT-014 is the scoundrel, using the Point Blank Shot feat to represent its knack for pinpointing minute details. Instead of starting with a basic processor, start the XLT-014 droid with a remote processor and the quick scan special quality, as described in the droid's statistics block. Select Perception and Use Computer as two of the droid's starting skills, but consider selecting Gather Information to represent the droid's talent for gleaning information from the beings around it, Knowledge (bureaucracy) to represent the droid's ability to work a bureaucratic system, Mechanics to represent the droid's ability to work with machines and other droids, and Stealth to represent the droid's talent for slipping by those unaware of its presence. Also, consider selecting the Skill Focus (Perception) feat to strengthen the droid's awareness of its surroundings. Be sure to purchase a video recorder as a part of the droid's starting equipment.

lavish upon themselves. Even better, modifying an XLT-014 labor droid saves even more over purchasing a high-end pilot droid. Preparing the XLT-014 droid to be a chauffeur starts with replacing its remote receiver with a basic processor. Swapping out the claw appendages for hands not only improves the aesthetic value of the droid but also gives it better control of the vehicle. Add an improved sensor package with darkvision to help the unit operate the vehicle at night, and include a comlink in case its master needs to be picked up ahead of schedule. Reprogram the Use Computer skill to Pilot, and shift the Skill Focus (Use Computer) feat to Skill Focus (Pilot). Alternatively, giving the droid a scomp link would allow it to have even more refined control of the vehicle and would take advantage of the Use Computer skill instead of the Pilot skill. If you choose to install a scomp link, do not reprogram the Skill Focus (Use Computer) feat.

MODIFICATION: INFILTRATOR

The thin, wiry chassis of an XLT-014 labor droid seems well suited for a job that involves breaking into a location unnoticed. Coupled with its own repulsorlift unit, the droid could bypass many forms of security without leaving a trace of its presence. To modify the XLT-014 to perform this function, start

by removing the remote receiver and replacing it with a heuristic processor, since the droid might need to develop creative solutions as problems arise in the field. To increase the droid's stealth ability, add sound baffling around the repulsorlift, which costs 200 credits and can be installed with a DC 15 Mechanics check and 1 hour of work. Adding the sound baffling allows the droid to reroll its Stealth check and take the better of the two results. Install an improved sensor package to increase the droid's awareness even more, and add darkvision capabilities. Change the Skill Focus (Perception) feat to Skill Training (Stealth), and reprogram the droid's skill set to include Stealth. Give the droid a security kit as an addition to its equipment.

MODIFICATION: MECHANIC'S ASSISTANT

Mechanics across the galaxy almost always need somebody to help them out from time to time, and droids with built-in technical skills might not be available when needed. Technicians that took a chance with the XLT-014 labor droid discovered that it works well as a mechanic's helper and endorse this modification. Adjusting the droid to fulfill this role starts with replacing its remote receiver with a heuristic processor. Remove at least one of the claw appendages and replace it with a hand or tool appendage. Install a diagnostics package, and add 5 kilograms of internal storage space to provide room for a mechanic's tool kit and a few spare parts. Change the Armor Proficiency (light) feat to Skill Training (Mechanics), which also adds Mechanics to the droid's skill set.



XLT-014 LABOR DROID

MISREADINGS

The XLT-014 is one of the more reliable labor droids of its size that I have seen. Despite its deceptively thin appearance, it can carry a sufficient load and last a long time. On top of that, the droid's ability to scan container labels and manifests is quite impressive, even to me. Of course, now and then an XLT-014 gets a bit overconfident, reads some information too quickly, and gets into trouble by mixing up what it read. In fact, I believe that might be what happened with the *Galactic Breeze*, the cruise ship that wandered off course and was boarded by a band of pirates somewhere near Bestine in the Inner Rim. A number of XLT-014 droids are employed by the cruise line, and one of the droids on board was reprogrammed to provide the ship's computer with a wrong destination. Now the pirates that took the ship have hijacked it somewhere. It could not have gone far, because these pirates are believed to be based somewhere in the sector. I am surprised that the Republic has not sent anyone to the rescue yet. Surely they would sponsor a group of heroes to locate the pirates and lead a squad of troopers to free the passengers.

YVH-SERIES BATTLE DROID

YVH-Series Battle Droid

Medium droid (4th-degree) soldier 5/scout 3/elite trooper 1

Force 3

Init +11; Senses darkvision; Perception +12

Languages Basic, Binary, Yuuzhan Vong

Defenses Ref 27 (flat-footed 24), Fort 27, Will 20

hp 67; Threshold 27

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +12 (1d4+8) or

Melee vibroblade +12 (2d6+8)

Ranged blaster cannon +10 (3d12+4) at normal power or

Ranged blaster cannon +10 (4d12+4) at maximum variable power

Base Atk +8; Grp +12

Atk Options Mechanical Martial Arts, Point Blank Shot, Precise Shot

Special Actions Devastating Attack (heavy weapons), Tough as Nails

Abilities Str 18, Dex 14, Con —, Int 12, Wis 13, Cha 12

Special Qualities droid traits, repulsor leap, Yuuzhan Vong scan, Yuuzhan Vong taunt, variable-power weapon

CL 9



YVH-SERIES BATTLE DROID

Talents Acute Senses, Armored Defense, Battle Analysis, Devastating Attack (heavy weapons), Improved Initiative, Tough as Nails

Feats Armor Proficiency (light, medium, heavy), Martial Arts I, Mechanical Martial Arts, Point Blank Shot, Precise Shot, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)

Skills Initiative +11 (can reroll), Jump +13, Mechanics +10, Perception +12 (can reroll)

Systems walking locomotion, heuristic processor, 2 hand appendages, internal comlink (encrypted), locked access, improved sensor package, YV sensor package, darkvision, vocabulator, translator unit (DC 10), laminanium armor (+12 armor), limited repulsorlift booster

Possessions blaster cannon, vibroblade

Availability Military; **Cost** 28,830 credits

Repulsor Leap—A YVH-Series battle droid carries a limited repulsorlift booster to extend jumps and improve landing. Using the unit is a free action and reduces all Jump check DCs by half.

Yuuzhan Vong Scan—As a full round action, the YVH-Series battle droid makes a Perception check using its YV sensor package (+22) against any Yuuzhan Vong's Stealth or Deception check when within a 12-square radius of the droid. If the check is successful, the battle droid detects the Yuuzhan Vong opponent.

Yuuzhan Vong Taunt—All Yuuzhan Vong automatically treat the YVH-Series battle droid with a hostile attitude. As a free action, the YVH droid makes a Persuasion check to intimidate all Yuuzhan Vong within 6 squares of the droid. If the check is successful, instead of the normal intimidation effects, the YVH droid can force the affected Yuuzhan Vong to use its next turn to attack the droid. For this purpose, the YVH droid is considered trained in Persuasion with Skill Focus, giving the droid a +15 bonus to the Persuasion check to intimidate.

Variable-Power Weapon—A YVH-Series battle droid carries an adjustable power pack for its primary weapon, the blaster cannon. The power pack can be used for up to 30 shots at normal power. At increased power, each shot deals +1 die of damage but consumes enough power for two normal shots.

YVH-SERIES BATTLE DROID

Medium droid (4th-degree)

hp 67

Threshold 27

Move (1 swift action, 2/turn)

The YVH-Series battle droid moves 6 squares (walking).

Blaster Cannon Attack (1 swift action, 1/turn)

The YVH-Series battle droid makes a ranged attack at +10. If successful, the attack deals 3d12+4 points of damage as an area attack that also has the chance to hit enemies adjacent to the target. If unsuccessful, the attack deals half damage to the target and no damage to enemies adjacent to the target.

Maximum Firepower (1 swift action, 1/turn)

When the YVH-Series battle droid fires its blaster cannon, it can increase the damage dealt by 1 die by using the power of two shots. If the attack (+10) is successful, it deals 4d12+4 points of damage as an area attack that also has the chance to hit enemies adjacent to the target.

Vibroblade Attack (1 swift action, 1/turn)

The YVH-Series battle droid makes a vibroblade attack at +12.

If successful, the attack deals 2d6+8 points of damage.

Yuuzhan Vong Scan (2 swift actions, 1/turn)

When attempting to detect Yuuzhan Vong, the YVH-Series battle droid makes a Perception check using its YV sensor package (+22) against the target's Stealth or Deception check when within a 12-square radius of the droid. If the check is successful, the battle droid detects the Yuuzhan Vong opponent.

Yuuzhan Vong Taunt (2 swift actions, 1/turn)

The YVH droid makes a modified Persuasion check (+15) to intimidate up to three Yuuzhan Vong within 6 squares of the droid. If the check is successful, instead of the normal intimidation effects, the YVH droid can force the affected Yuuzhan Vong to use its next turn to attack the droid.

Skills Initiative +11 (can reroll), Jump +13, Mechanics +10, Perception +12 (can reroll)

Vital Systems 2 hand appendages, blaster cannon, vibroblade, internal comlink (encrypted), vocabulator, translator unit (DC 10), limited repulsoflight booster

The Yuuzhan Vong Hunter battle droids were created with the express purpose of defeating the Yuuzhan Vong invaders. The droid's visage is designed to enrage the Yuuzhan Vong by imitating their features in order to invoke their hatred of mechanical technology. The droid is equipped with advanced sensors and sophisticated programming to detect and analyze visual cues and chemical and pheromonal markers to identify the Yuuzhan Vong. This

HELP WANTED

Hey, do you need a job? I hear there's a new venture going on at some of the abandoned droid factories out near the invasion corridor. The word is that none other than Lando Calrissian has cobbled together a scheme to crank out battle droids specifically designed to fight the Yuuzhan Vong. They're calling for all kinds of help. They need technicians to work on the droids, on the manufacturing lines, and for just about everything else. They need security for the facilities. They need ships to run deliveries. I hear they also need people to clear out some Yuuzhan Vong and members of that despicable Peace Brigade. Here's the best bit—they need help field-testing their new battle droids. I'll put you in touch with Lando; he'll give you all the details and negotiate a suitable fee. Oh, and watch out for the Yuuzhan Vong recon patrols. You never know when or where the next invasion will begin.

PLAYING A YVH-SERIES BATTLE DROID

When creating a YVH-Series droid with heroic levels, start with the stock battle droid chassis (see page 11) and take soldier as the starting class. Take Armor Proficiency (heavy) and Weapon Proficiency (heavy weapons) as the bonus feats at 1st level. Swap the plasteel shell for laminanium armor, and add the YVH sensor pack. Select Initiative, Endurance, and Perception as trained skills, and consider taking the Skill Focus (Perception) feat to maximize the droid's ability to detect the Yuuzhan Vong. After 1st level, take at least three levels of scout, selecting Acute Senses and Improved Initiative from the Awareness talent tree. After that, additional soldier levels are key to the droid's survival. Guardian-style units should consider taking the Draw Fire and Harm's Way talents from the Commando talent tree, and any high-level YVH droid will benefit from Armored Defense. While roleplaying a YVH droid, remember that they are exceptionally loyal to their commanders but take no short cuts on procedure, especially in obtaining the required authorization to release their most lethal weaponry.

technology is refined enough to detect even Yuuzhan Vong that use ooglith masquers to conceal their true forms. The YVH-Series droid is heavily armed, with a variable-output blaster cannon on the right arm and an interchangeable weapons mount on the left. The YVH also has low-power repulsoflight boosters built into its legs, giving it an extra boost on jumps.

The bipedal droid has a distinctly skeletal look, with facial and other features patterned after the Yuuzhan Vong. YVH voices sound much like their creator, Lando Calrissian. The droids perform remarkably well during the Yuuzhan Vong war. After the war, the YVH-Series continues to develop, and variants are deployed as assault troops during the Swarm War and later conflicts.

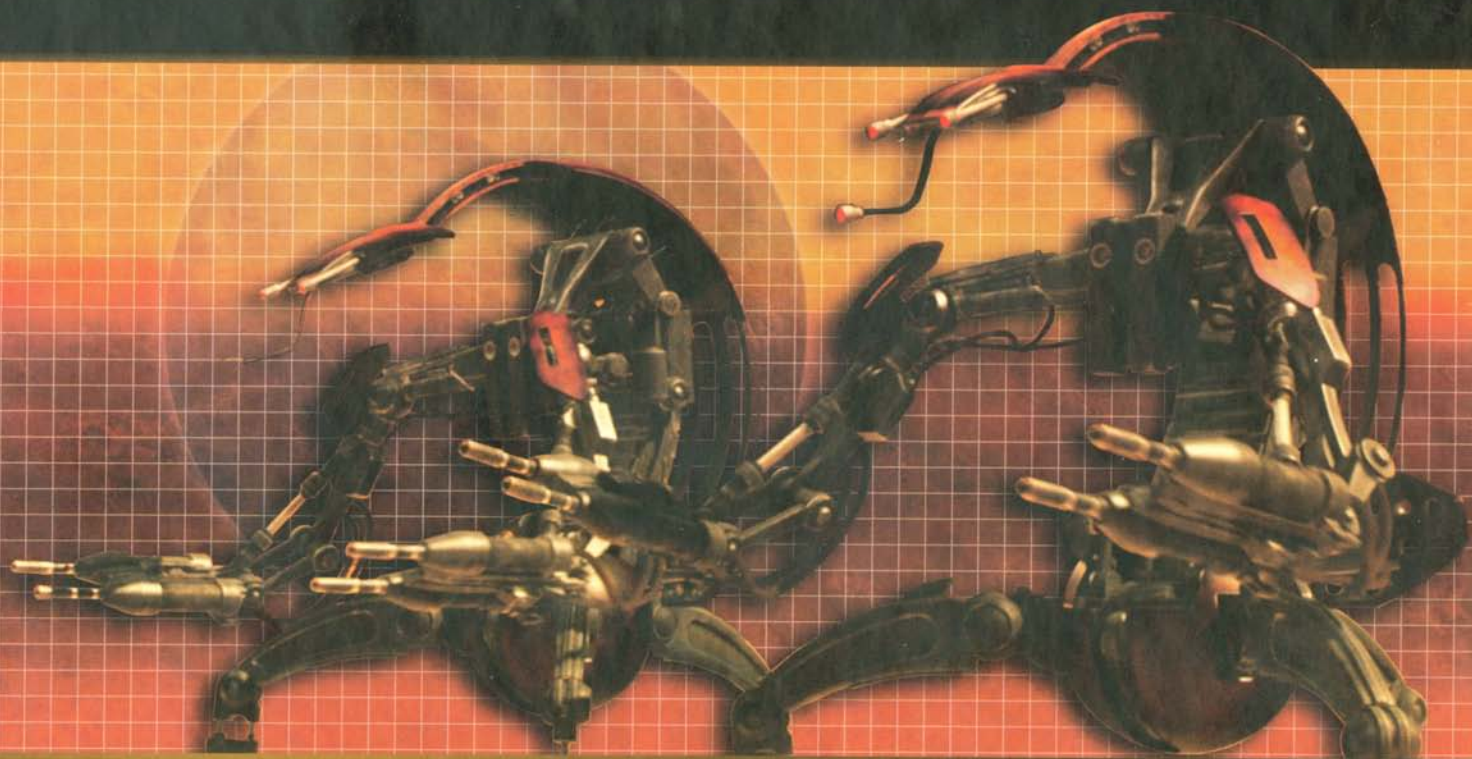
YVH-Series battle droids can be played as droid heroes.

**VARIANT:
YVH GUARDIAN DROID**

Tendrando Arms continues to develop specialized YVH droids after the Yuuzhan Vong war. Several types of personal guardian droids are designed for specific owners. The guardian droids might or might not look like typical YVH units, depending on the cultural environment in which they are expected to operate. Their appearances are often softened to conceal their true function. Each droid is completely dedicated to protecting its ward and often requires multiple orders, even from the ward, to halt protective actions. This dedication allows the YVH guardian to use the Harm's Way talent as many times as needed during a round. YVH droids can be modified into guardian droids by spending 12 hours of reprogramming and making a DC 25 Use Computer check. The guardian gains the Harm's Way talent, replacing one of its soldier talents.

"THANK THE MAKER!"

From astromechs to battle droids, the *Scavenger's Guide to Droids* features everything you need to bring the robotic inhabitants of the Star Wars saga to life in your own campaign. Featuring an in-depth look at droids from the perspective of a variety of droid experts, this book provides a wide array of new options for droid heroes as well as allies and antagonists.



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